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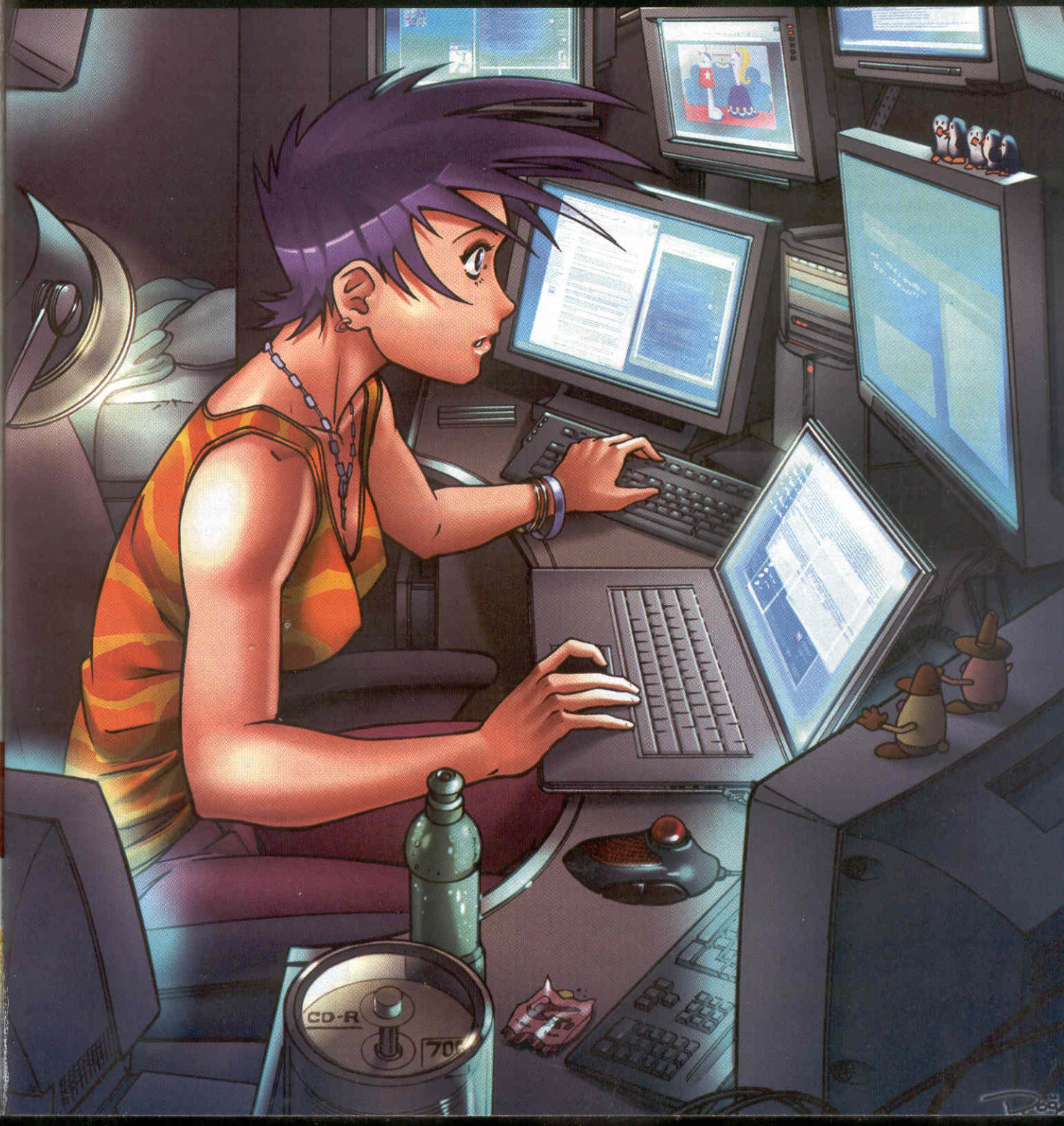


First Watch

Previews, notes & news on the world of d20 gaming

Release Roundup

That wheezing sound you hear is the *Polyhedron* staff recuperating from a long and difficult convention season. The highlight of this year, as every year, was the Gen Con Game Fair, held for the first time in Indianapolis, Indiana. Companies in the game industry treat Gen Con like a giant "coming out" party, usually saving their most important releases of the year for a debut at the show.

This year's field of big d20 releases was dominated by licensed products. From the gargantuan $50.00 *Stargate SG-1* RPG from AEG to Mongoose's *Babylon 5* RPG, d20 publishers proved beyond a doubt that they can interest major Hollywood properties in our little segment of the gaming industry. Other major releases included *Dragonlance: Age of Mortals*, from Sovereign Press, and of course Monte Cook's *Arcana Unearthed*, which sold out its initial stock in the first three hours of the convention and sold out an additional restock by the end of the day on Saturday.

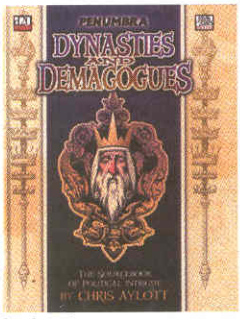
But we'll get to those in a later issue.

For the staff of this magazine, the highlight of the show came on Friday afternoon, when former Editor-in-Chief Chris Thomasson and yours truly sat before a crowd of about 30 gamers to run what we modestly called "The Best Seminar Ever." The audience had come to hear us tackle what's become a big problem in our games—how exactly do we go about getting some actual use out of the dozens of interesting but not-quite-there d20 supplements, adventures, and accessories that clog our bookshelves like frog-fat clogs the arteries of Jabba the Hutt.

At the end of the seminar, Chris and I polled the audience about what d20 products they found *most* useful to their campaigns, and were taken aback by the near unanimous endorsement of two products we hadn't yet read: *Dynasties & Demagogues*, by Atlas Games, and *A Magical Medieval Society*, by Expeditious Retreat Press. Both products also fared well in the 2003 EN World/Gen Con d20 System Awards, with *Dynasties* garnering a nomination and *Magical Medieval* bringing home three gold ENnies.

Since we hadn't spotlighted either product here, we thought we'd redress that by offering a glimpse into both in the off chance that they might find a place in your campaign, too.

Dynasties & Demagogues (Atlas Games)

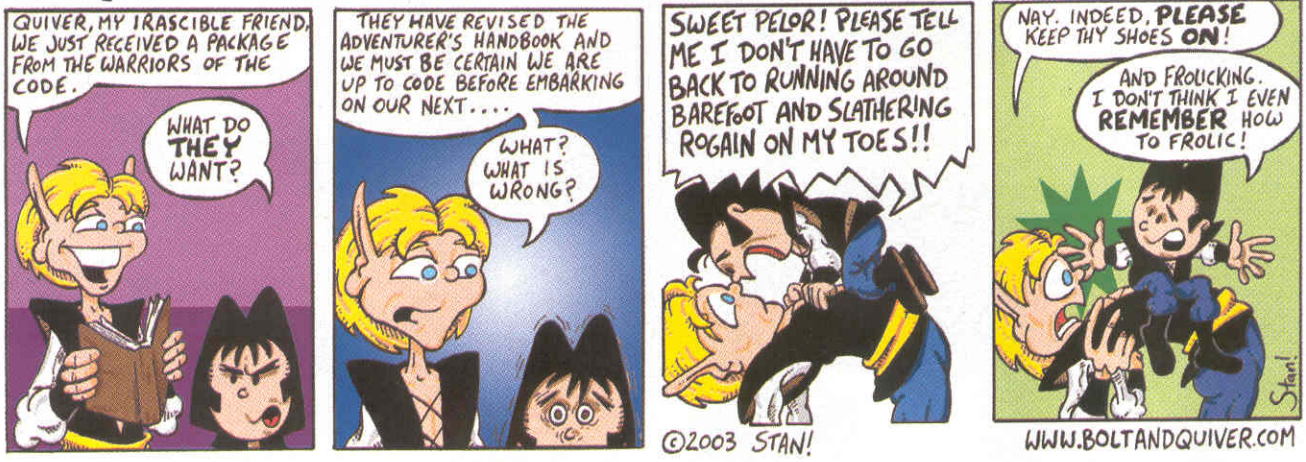


Dynasties bills itself as a "toolkit for running and playing in political adventures in any d20 System campaign setting." Written by Chris Aylott, the 160-page book offers players the usual assortment of prestige classes, feats, magic items, and spells. The difference here is in the spin, as all of the above boilerplate focuses on political campaigning.

Prestige classes, for example, include the demagogue (who has supernatural powers tied to his eloquence and rhetoric), the diplomat (with increased Sense Motive and Diplomacy check options), the (ahem) "discreet companion," (who uses "intimate knowledge of muscle movements" to gain advantage over enemies), and the politician (who basically acts like a politician). Few of the powers associated with these classes will do a character much good in a blood-soaked dungeon, but they're certain to come in handy in a city-based political campaign.

Dynasties & Demagogues really comes into its own as a reference for Gamemasters. Aylott gives a good overview of political systems ranging from modern democracy to theocracy to dictatorship to feudalism, and follows it up with chapters on the typical governments of common d20 nonhuman races like elves, dwarves, and half-orcs.

Bolt and Quiver by Stan!



Do your players like to talk? Dynasties comes complete with a complex system for resolving verbal debates in which PCs can score points by invoking their faith, bluffing a sense of false authority, or outright smearing an opponent. This is fun, fun stuff, and brings some crunchy rules to underscore a great session filled with finger pointing and insults. In other words, right up *Polyhedron's* alley.

After your players have won a few political debates, they'll probably want to run for office. *Dynasties* comes to the rescue with systems for elections and provides a ton of advice to help run a great urban campaign. With this book, you're unlikely to ever utter the words "so you're sitting in a tavern" again.

A Magical Medieval Society (Expeditious Retreat Press)

Written by Joseph Browning and Suzi Yee, *A Magical Medieval Society* was perhaps the most talked about product at this year's Gen Con not written by Monte Cook. Unlike *Dynasties & Demagogues*, this one's aimed solely at Gamemasters running games in a fantasy version of Western Europe's Medieval period. Most of us know a little about the era due to our interest in D&D, but are a bit light on the details. Browning and Yee, thankfully, know a lot more than we do, and they're only willing to share.

The book's equal parts historical overview, suggestions on how to modify real world history to fit a "magical" world, and tables and charts to help you generate your own magical Medieval societies. Want to know how many gp your character's manor can make in a month cranking honey out of beehives? This book tells you. It also includes an extensive "economic simulator" that provides realistic prices for everything from an empty cocoon (1 sp) to a huge castle (1,000,000 gp). Every single page of this book oozes with quasi-historical information capable of sparking a dozen adventures, and it doesn't hurt that the authors constantly provide concrete suggestions about how this or that fact might come into play in a fantasy d20 campaign.

With chapters on crime and punishment, generating realistic cities, kingdoms, aristocracy, and buildings, *A Magical Medieval Society* provides all of the background tools a GM needs to create the perfect campaign to complement the player information in *Dynasties & Demagogues*.

Our Gen Con seminar attendees said these books were the best, and they certainly know what they're talking about.—Erik Mona

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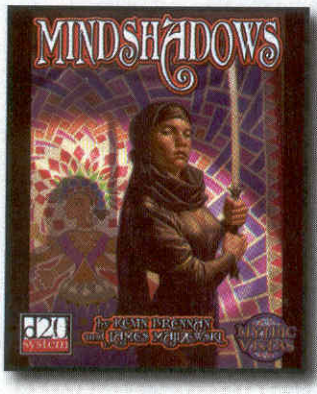

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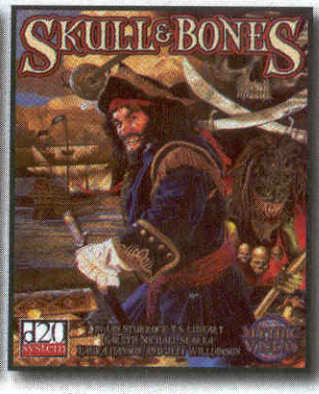

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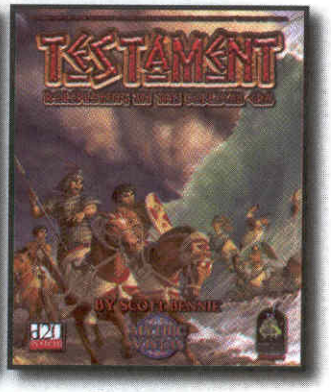

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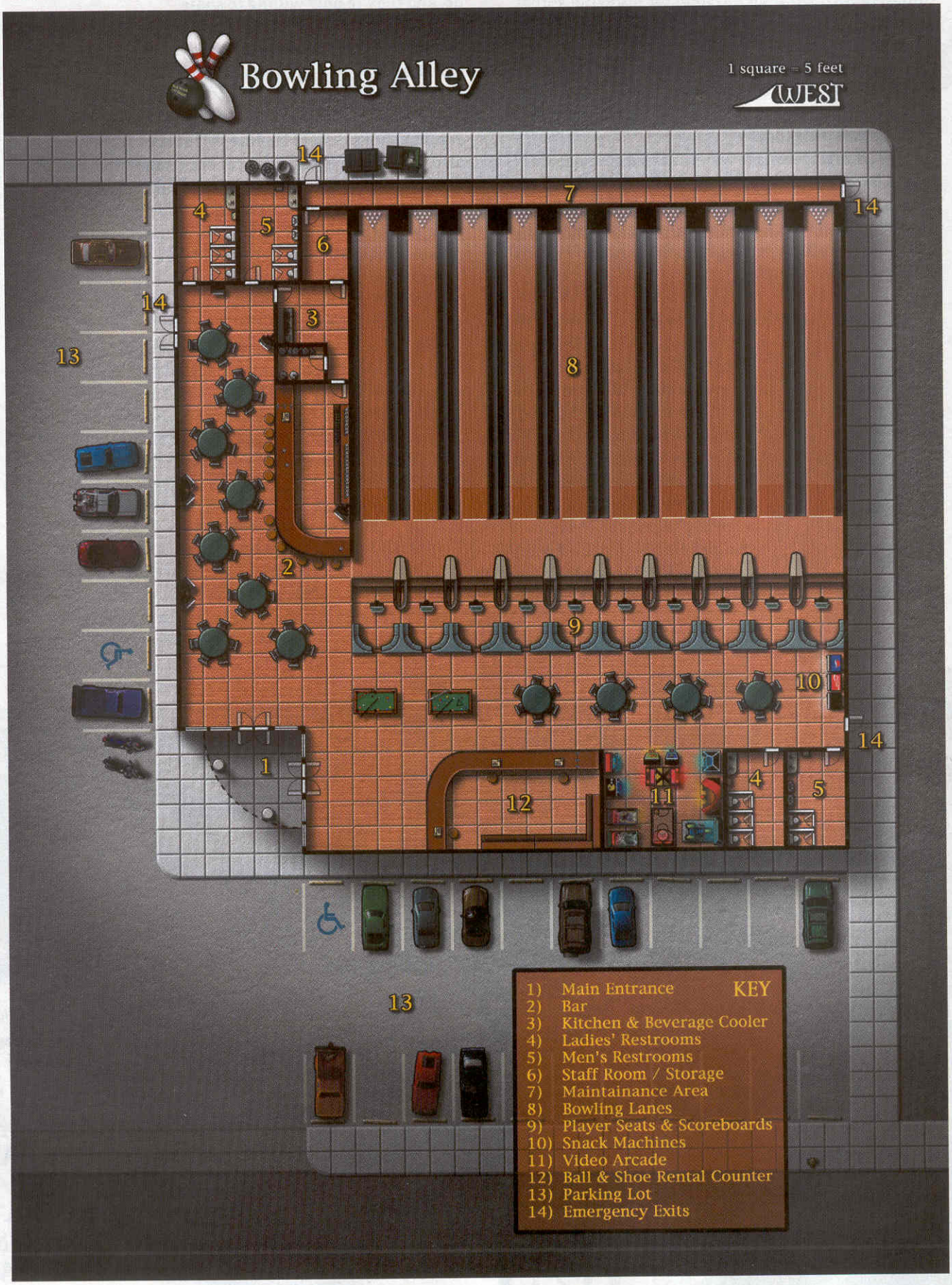


Denizens of the Bright Desert

By Creighton Broadhurst
Additional material by Andrew Maguire, Stuart Kerrigan, and Paul Looby
Illustrations by Tom Fowler and Andrew Hou & Arnold Tsang

Living Greyhawk

The sands of the treacherous Bright Desert mask ancient ruins and the lost lore of a dead civilization. Throughout history, men of will and ambition have attempted to plumb those ruins and explore the timelost secrets hidden beneath the shifting sands. Doing so means braving a trackless dune sea inhabited by the monstrous descendants of a people ruled by oblivion-obsessed sorcerer kings. Most who attempt to master the desert instead find misery and death. But one man, the archmage Rary the Traitor, believes he can discover the lost secrets of the Bright Desert, and for now the story of the desert and its would-be conqueror are one and the same.

This article presents additional information on personages and creatures important to the Bright Desert region of the World of Greyhawk fantasy campaign setting. For more information regarding the geography and political climate of the region, consult "Into the Bright Desert" (*Dungeon* #98).

This article makes use of information from the *Epic Level Handbook*, *Manual of the Planes*, and *Tome and Blood*.

Rary the Traitor

Rary's idiom is one of quiet, thoughtful reflection. A contemplative man who carefully weighs each word and action, he is nevertheless unafraid of decisive acts when necessity demands action. He dislikes physical confrontations, preferring to withdraw from the presence of those he finds distasteful. The archmage grew to detest his old Circle of Eight peers Otiluke and Mordenkainen because of their volatile natures. Rary now considers the Circle of Eight an organization riddled with sophistry whose petty intrigues and endless debates prohibit it from becoming a more significant power in the Flanaess.

Rary's great passion is learning, and in this regard he is the archetypal wizard. He feels well at home among dusty tomes and ancient historical commentaries. A knowledgeable historian with an almost unrivaled understanding of magic, Rary is also an expert on the Paynim peoples, for whom he holds great affection. Ironically, it was contact with their violent culture that first awakened Rary's interest in the exercise of power.

Over the course of a decade, Rary studied the histories of the most despotic and influential political powers of the Flanaess—the Great Kingdom, the Scarlet Brotherhood, and even Iuz. The brilliant wizard analyzed the tactical errors that laid each low or prevented it from dominating the whole continent. With the passionless eye of a scientist, Rary pieced together his own plan for dominance, a brilliant blueprint absent of the flaws that had so vexed his predecessors. But even failed tyrants had lessons to impart, and from his studies Rary came to view two tactics as paramount to his success—surprise and treachery.

Development: Rary's goal is quite simple: he wishes to subjugate a large portion of the Flanaess and impose his notion of right upon its people. His domination of the Bright lands is merely the first step of his grand design. In 593 CY he finally discovered the resting place of the *Scorpion Crown*, the cursed artifact that had transformed the region into a desert more than 1,000 years ago. While he originally desired the *Crown* for its ability to dominate the desert's indigenous scorpions, his research revealed a darker threat. The *Crown's* ancient curse lingered still, and such was its fell potency that anyone donning the *Crown* would fall prey to its malign influence.

He also discovered that destroying the crown would slowly revert the region to its original terrain, that of arid grasslands, which would further strengthen Rary's budding Empire of the Bright Lands. The archmage suspects unmaking the *Crown* could have further less-beneficial consequences, and is certain that unleashing the powerful magic could be devastating if the proper precautions are not taken. Many of the unusual quests and constructions of his armies are in fact meant to prevent collateral damage from the *Crown's* imminent unmaking. The metamorphosis will take decades, but Rary is nothing if not patient.

Due to Rary's advanced level and numerous protectors, encountering the archmage himself should be the focus of an entire campaign or campaign arc. In general, no one under 12th level has a hope of interacting with him personally, and must instead deal with his black-hearted apprentices, retainers, soldiers, and mercenaries.

While Rary concentrates his efforts in the Bright Desert, his long-term plans range throughout the Flanaess. Rumor suggests he holds some unfathomable influence over the young szek of Onnwal, and many believe he cultivates diplomatic relations with groups of note within the Abbor-Alz and surrounding nations. Mordenkainen privately fears that Rary in fact turned traitor long before the Greyhawk Wars, and that he used his Circle-related travels to the Baklunish West to recruit disreputable allies who will aid him once his ambitions extend beyond the natural borders of the Bright Desert. Keenly aware of the shifting loy-

alties and duplicitous natures of men, Rary has taken to building constructs of various types to guard his person. His most taxing creation, an artificial silver dragon, is now finally nearing completion.

Rary the Traitor, Male Human Wiz24: CR 24; Medium humanoid (human); HD 24d4+72; hp 149 (up to 169 with *false life* spell); Init +5; Spd 30 ft.; AC 40, touch 20, flat-footed 35; Base Atk +12; Grp +11; Atk +16 melee (1d4+3/19-20, *spell storing speed +5 dagger*); Full Atk +16/+16/+11 melee (1d4+3/19-20, *spell storing speed +5 dagger*); SA spells; SQ homunculus familiar, permanent spell effects; AL NE; SV Fort +16, Ref +18, Will +24; Str 7, Dex 20, Con 16, Int 32, Wis 20, Cha 16.

Skills: Appraise +12 (+14 with sculptures), Concentration +31, Craft (sculpting) +21, Decipher Script +21, Diplomacy +11, Knowledge (arcana) +39, Knowledge(architecture and engineering) +17, Knowledge (geography) +17, Knowledge (history) +28, Knowledge (nature) +19, Knowledge (nobility and royalty) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Ride +15, Search +17 (+19 secret doors and compartments), Spellcraft +44, Survival +11 (+13 following tracks, when underground or on other planes, and when avoiding hazards or avoiding becoming lost).

Feats: Alertness (as long as his familiar is in arm's reach), Craft Magic Arms & Armor, Craft Construct, Craft Wondrous Item, Epic Spellcasting, Extend Spell, Forge Ring, Greater Spell Focus (enchantment), Improved Familiar, Improved Spell Capacity, Improved Spell Penetration, Multispell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (enchantment).

Languages: Abyssal, Ancient Baklunish, Ancient Suel, Common, Draconic, Infernal.

Permanent Spell Effects: Comprehend languages, darkvision, detect magic, see invisibility, tongues.

Inherent Bonuses from wish *spells:*+3 Dexterity, +4 Constitution, +4 Intelligence, +4 Wisdom.

Contingency: If Rary is ever affected by a hostile enchantment, alteration, curse, or petrification effect, a *break enchantment* spell activates against the effect.

Wizard Spells Prepared: (4/7/7/7/10/6/6/6/5/5/2; base DC = 21 + spell level): 0—*daze*, mending, message, prestidigitation*; 1—*charm person** (2), *disguise self, endure elements†, feather fall, mount, unseen servant*; 2—*charm person* (extended), *command undead, detect thoughts, false life†, levitate, Tasha's hideous laughter*, touch of idiocy**; 3—*greater magic weapon†, hold person*, major image, slow, suggestion*, vampiric touch, web* (extended); 4—*charm monster*, confusion*, crushing despair*, dimension door, dimensional anchor, heroism* (extended), *illusory wall, phantasmal killer, Rary's mnemonic enhancer, stoneskin*; 5—*charm person** (quickened), *dominate person*, feeblemind*, overland flight†, Rary's telepathic bond, true strike* (quickened); 6—*bear's endurance* (quickened), *geas/quest*, greater dispel magic, mass suggestion*, resist energy* (quickened), *wall of force* (extended); 7—*displacement* (quickened), *greater teleport, limited wish, power word blind*, project image, symbol of stunning**; 8—*demand*, dimension door* (quickened), *mass charm monster*, power word stun*, summon monster* VIII; 9—*dominate monster*, power word kill*, time stop, wall of force* (quickened), *wish*; 10—*greater heroism** (quickened), *shapechange* (extended).

*Enchantment spell. The base save DC for these spells is 23 + spell level.

†Rary casts this spell every morning after he prepares his spells; the spell has a duration of 24 hours.

Spellbooks: Rary knows all the wizard spells in the *Player's Handbook*, and has researched many unique spells in addition. He generally eschews preparing crude, explosive spells, preferring instead to concentrate on more subtle and complex spells that better serve to augment his realm.

Epic Spells per Day: 2

Epic Spells Known: Eclipse, epic mage armor, let go of me, peripety, Rary's meritorious animation, Rary's superlative draconic animator, spell worm.

Possessions: Spell storing speed +1 dagger (usually targeted by *greater magic weapon* to raise its enhancement bonus to +5; normally stores a *hold person* spell), *staff of the magi* (34 charges), *cloak of resistance +4, gem of seeing, gloves of dexterity +6, headband of intellect +6, Heward's handy haversack, pale green ioun stone, ring of mind shielding* (does not use a ring slot), *ring of protection +5, ring of wizardry IV, stone destrier, wand of hold monster* (19 charges), five *potions of cure serious wounds*, scroll of *contingency*, scroll of *greater dispel magic* (2), scroll of *greater teleport*, scroll of *limited wish* (2), scroll of *Mordenkainen's disjunction*, scroll of *prismatic sphere* and *prismatic wall*, scroll of *summon monster IX*, scroll of *time stop* and *gate*.

Leukial, homunculus familiar: Tiny construct; HD 24; hp 74; Init +2; Spd 20 ft., fly 50 ft. (good); AC 30, touch 14, flat footed 28; Base Atk +12; Grp +3; Atk/Full Atk +11 melee (1d4–1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA familiar spell (*power word stun*), poison; SQ construct type, deliver touch spells, empathic link, improved evasion, *scry* on familiar, speak with master, spell resistance 29; AL NE; SV Fort +8, Ref +12, Will +13; Str 8; Dex 15; Con —; Int 17; Wis 12; Cha 7.

Skills: Hide +14, Listen +4, Spot +4.

Feats: Lightning Reflexes.

Leukial appears as a clockwork scorpion with dragonfly-like wings, about the size of a housecat. Rary usually leaves Leukial in his tower to help defend it, and so Rary can *scry* upon his tower with ease.

Physical Description: Although now well into his eighties Rary retains his dark Baklunish good looks, maintaining a youthful appearance that seems to place him in his mid-fifties. He exudes an aura of quiet dignity and reflection. Oft encountered dressed in simple tan robes mimicking the style of his homeland, Rary cuts an unassuming figure. Only his sparkling eyes, deep green in hue, give any clue to the almost unrivaled power that lurks within his frame.

Eliazir Razeem Azam'ut of the Muddled Tongue

The half-Paynim bastard son of a Lopollan spice merchant, Azam'ut had a hard life until his "gifts" earned him the attention of a kinder and gentler Rary. Rary recognized his potential and saved Azam'ut from the indignity and humiliation heaped upon him by his father by training the

youth as an apprentice. After the Rary's recovery from his death at Vecna's hand, their relationship became more divisive. As the outbreak of war wracked the continent, Azam'ut left to explore the planes on his own, seemingly estranged from his master.

A year later, Azam'ut returned. His wanderings in far off and unspoken places had had an unmistakable effect on him. Before, he seemed unhappy with Rary and his decisions, but upon his return Azam'ut reclaimed his place in Rary's counsel. The Traitor saw the change that had

Ring of Teleportation

This command-word activated ring allows its wearer to teleport once per day, exactly as if he had cast the spell of the same name.

Moderate transmutation; CL 9th; Forge Ring, teleport; Price 17,000 gp.

occurred in his apprentice, and valued his worth as an emissary. After aiding Rary in his treachery by destroying Tenser's clones, Azam'ut became the political voice for the Empire of the Bright Lands.

Of all Rary's followers apart from Lord Robilar himself, Azam'ut is perhaps the most feared. Rary's norkers and dervish followers whisper that some unknown force touched Azam'ut in his journeys. They bestowed upon him the epithet "Azam'ut of the Muddled Tongue," as his very voice can command folk against their will. Azam'ut has claimed this name as his own, for this mysterious power is certainly the most striking of the abilities he gained on his peculiar pilgrimage.

Development: Azam'ut is Rary's representative in many lands. He makes appearances (welcome or unwelcome) in the courts of the gynarchs of Hardby, the szek of Onnwal, the young king of Nyrond, and along the Wild Coast. He has a particular hatred for Tenser, but strives to avoid any confrontations with the reborn archmage he once attempted to destroy.

Eliazir Razeem Azam'ut of the Muddled Tongue, Male Human Wiz14: CR 15*; Medium humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 21, touch 15, flat-footed 19; Base Atk +7; Grp +7; Atk +10 melee (1d6+3, *+3 quarterstaff*); Full Atk +10/+5 melee (1d6+3, *+3 quarterstaff*); SA spells, muddled tongue; SQ snake familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Muddled Tongue (Su): Azam'ut can use his *muddled tongue* ability to generate a number of spell-like effects. Doing so is a free action, but Azam'ut must be able to speak aloud to activate his muddled tongue, and he can't cast any spells with a verbal component during a round in which he uses his muddled tongue. He can manifest the following spell-like effects up to three times a day each: *charm person* (DC 15), *command* (DC 15), *daze* (DC 14), *major image* (DC 18), or *suggestion* (DC 18). These DCs are Charisma based.

Skills: Appraise +5 (+7 alchemy), Bluff +17, Concentration +17, Craft (alchemy) +17, Diplomacy +11, Disguise +4 (+6 acting), Intimidate +13, Knowledge (arcana) +22, Sense Motive +6, Spellcraft +24, Spot +6, Survival +6.

Feats: Alertness (as long as familiar is within arm's reach), Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Persuasive, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Penetration.

Languages: Abyssal, Ancient Suel, Common, Infernal.

Contingency: If Azam'ut is ever incapacitated by damage or magic, a *teleport* spell returns him to a chamber in Rary's Tower where an apprentice quickly administers aid to him.

Wizard Spells Prepared: (4/6/5/5/5/4/2/1; base DC = 15 + spell level): 0—daze, flare, message, touch of fatigue; 1—charm person*, comprehend languages, disguise self, magic missile, mount, sleep*; 2—daze monster*, detect thoughts, eagle's splendor, mirror image, touch of idiocy*; 3—deep slumber*, displacement, dispel magic, suggestion*, wind wall; 4—charm monster*, hallucinatory terrain, lesser geas*, rainbow pattern, stoneskin; 5—dominate person*, feeblemind*, mirage arcana, symbol of sleep*; 6—geas/quest*, mass suggestion*; 7—project image.*

*Enchantment spell. The base save DC for these spells is 16 + spell level.

Spellbooks: Azam'ut knows all cantrips and all 1st- through 5th-level wizard spells in the *Player's Handbook*. In addition to the 6th- and 7th-level spells he normally prepares, his spellbooks contain the following spells: 6th—*analyze dweomer, greater dispel magic, greater heroism, permanent image, planar binding, programmed image, symbol of persuasion, veil*; 7th—*control weather, insanity, mass hold person, power word blind, symbol of stunning*.

Possessions: +2 quarterstaff (one head enchanted, one head masterwork), *ring of protection +3, bracers of armor +5, ring of teleportation*, fine Bakluni robes.

*Azam'ut's CR is 1 point higher than normal due to his muddled tongue ability and supernaturally enhanced Charisma score.

Gorgorast, tiny viper familiar: Tiny magical beast; HD 14; hp 21; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 24, touch 15, flat-footed 21; Base Atk +7; Grp +6; Atk/Full Atk +10 melee (1 plus poison, bite); SA poison; SQ deliver touch spells, empathic link, improved evasion, scent, *scry* on familiar, share spells, speak with snakes, speak with master, spell resistance 19; AL NE; SV Fort +4, Ref +7, Will +10; Str 4, Dex 17, Con 11, Int 12, Wis 12, Cha 2.

Skills: Balance +11, Climb +9, Hide +12, Listen +5, Spot +6, Swim +5.

Feats: Weapon Finesse.

Physical Description: A stout man clad in fine Bakluni garb, Azam'ut shines with a preternatural youthful radiance that is both striking and fearful to behold. After a recent journey to places unknown, Azam'ut returned with an eerie otherworldly beauty. His countenance is both pleasing and unnerving, with skin that glows faintly and a silvery tinge to the whites of his eyes. He has a fine eye for detail and dresses meticulously in the finest Baklunish silk robes. In many ways he is the perfect contrast to his scholarly master Rary; strikingly handsome, worldly, and urbane.

Shemaya

Shemaya is the last human survivor of the ancient Flan Kingdom of Sulm. A powerful wizard, she was able to protect herself from the curse of the *Scorpion Crown*, which laid Sulm low and transformed the region into the Bright Desert. Using her extensive knowledge and powers, Shemaya compressed the very fabric of the Material Plane about her tower, creating a time wrinkle to shield her from the curse's effects. Within the wrinkle, time barely passes. Thus she has existed for the last two thousand years.

Shemaya researched the curse's nature extensively

during those centuries, and discovered that, should she leave her refugee, the curse will claim her as its final victim. Thus she cannot leave her sanctuary. Such is her puissance, however, that she has devised an esoteric method of shifting her tower through the portions of the Ethereal Plane linked to Sulm's dominions, allowing it to appear nearly anywhere within the confines of the Bright.

Development: Nomads call Shemaya's shining blue-roofed white spire the *Tower of Sleep*, viewing its appearance as a powerful omen. The intense magic field surrounding the tower manifests itself as a luminescent, shimmering, silvery glow that hangs in the very air itself. At night, this effect is visible for 20 miles or more.

Nomadic legends attempt to describe who or what dwells within this tower, but none have completely hit upon the truth. Many explorers have sought to unravel this riddle, but invariably, those who approach too closely discover the tower to be all but impenetrable. The magic itself has a powerful effect on creatures that approach within 100 feet. All creatures in this area must make a Will save (DC 23) once each minute or fall into a deep sleep. This effect does not extend into the structure itself (much of which extends into the Ethereal Plane). Individuals who manage to breach this defense encounter the tower's guardians; advanced invisible stalkers and air elementals, golems, and similar arcane monsters.

Shemaya's overriding desire is to reverse the effects of the *Scorpion Crown's* curse and to restore the land to its original state. She could be a powerful ally to any adventurers who win past her guardians and wards. She is aware of Rary, but not his ultimate ambition, and has not yet decided on a strategy to combat his machinations.

Shemaya, Female Human Wiz19: CR 19; Medium humanoid (human); HD 19d4+19; hp 76; Init +1; Spd 30 ft.; AC 19, touch 14, flat-footed 18; Base Atk +9; Grp +9; Atk +11 melee (1d6+2, *rod of thunder and lightning*); Full Atk +11/+6 melee (1d6+2, *rod of thunder and lightning*); SA spells; SQ hawk familiar, permanent spell affects; AL CG; SV Fort +7, Ref +7, Will +14; Str 11, Dex 13, Con 12, Int 24, Wis 16, Cha 13.

Skills: Appraise +7 (+9 alchemy), Concentration +19, Craft (alchemy) +17, Diplomacy +8, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (religion) +20, Knowledge (the planes) +20, Listen +6, Sense Motive +8, Spellcraft +31, Spot +9.

Feats: Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Spell Focus (evocation).

Languages: Ancient Flan, Celestial, Common, Dwarvish, Elvish, Sylvan.

Permanent Spell Affects: *Comprehend languages, darkvision, see invisibility, tongues.*

Inherent Bonuses from wish *spells:* +3 Intelligence.

Contingency: If Shemaya's hit points are reduced below 15, a *false life* spell activates.

Spells Prepared: (4/6/6/6/5/5/5/5/3/3; base DC = 17* + spell level).0—*acid splash**, *mage hand, mending, prestidigitation;* 1—*alarm, burning hands**, *expeditious retreat, grease**, *magic missile**, *unseen servant**; 2—*glitterdust**, *gust of wind**, *misdirection, scorching ray**, *web**, *whispering wind*; 3—*clairaudience/clairvoyance, displacement, fireball**, *fly, lightning bolt**, *stinking cloud**; 4—*dimension door**, *magic missile** (maximized), *minor creation**, *scrying, wall of fire**; 5—*cloudkill**, *cone of cold**, *magic missile** (quickened), *major creation**, *scorching ray** (maximized); 6—*chain lightning**, *fireball** (maximized), *greater dispel magic, guards and wards, web** (quickened); 7—*fireball** (quickened), *prismatic spray**, *project image, protection from energy* (quickened), *summon monster VII**; 8—*dimension door* (quickened), *summon monster VIII**, *temporal stasis*; 9—*chain lightning** (maximized), *meteor swarm**, *summon monster IX**.

*Conjuration or evocation spell. The base save DC for these spells is 18 + spell level.

Spellbooks: Shemaya knows all the wizard spells in the *Player's Handbook*. Over the past two thousand years, she's doubtless researched and created many new spells as well; you can include these new spells in her books if you desire.

Possessions: Rod of thunder and lightning, ring of protection +3, ring of spell turning, bracers of armor +5, robe of scintillating colors, crystal ball.

Sirocco, hawk familiar: Tiny magical beast; HD 19; hp 38; Init +3; Spd 10 ft., fly 60 ft. (average); AC 27, touch 15, flat-footed 24; Base Atk +9; Grp –1; Atk/Full Atk +12 melee (1d4-2, talons); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, *scry* on familiar, share spells, speak with snakes, speak with master, spell resistance 24; AL CG; SV Fort +6, Ref +9, Will +13; Str 6, Dex 17, Con 10, Int 15, Cha 6.

Skills: Listen +8, Spot +14.

Feats: Weapon Finesse.

Physical Description: A slightly overweight middle-aged pure-blooded Flan woman, Shemaya wears her short curly black hair swept back from her face. Her skin is deeply tanned and her careworn face is wreathed in wrinkles. Shemaya's amber eyes radiate intelligence and understanding. Clad in robes of ancient cut reminiscent of those depicted on the surviving statutes of Sulm, the sprightly woman moves with a certainty of purpose.

Kumhaik

Kumhaik, master of the neutral trading village of Ul Bakak, is a dour individual who deals in an honest and forthright fashion with everyone he encounters. A veteran of almost three decades of the violence and double-dealings endemic to the region, he takes nothing at face value and is a difficult man to get to know.

Kumhaik is an implacable foe to those who have broken the laws of Ul Bakak. A devout follower of Obad-Hai, Kumhaik believes he is carrying out the will of the Lord of the Wild by protecting the sacred land upon which Ul Bakak stands. His name and reputation for honesty is legendary around desert campfires throughout the Bright Lands, and even the brutal Tareg tribe give him their grudging respect.

Development: Kumhaik is the law in Ul Bakak, and rarely leaves the village's immediate surroundings. On infrequent occasions, he grudgingly leaves Ul Bakak to hunt down a transgressor, knowing that he must prove his ability to maintain order there by preventing anyone to flaunt Ul Bakak's laws and live. Kumhaik makes it his business to speak with every newcomer to the village to make certain that all are aware of the village's neutrality and strict legal code.

Kumhaik, Male Human Ftr12: CR 12; Medium humanoid (human); HD 12d10+36; hp 112; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +12; Grp +14; Atk +15 melee (1d6+3/18–20, *+1 scimitar*) or +17 ranged (1d6+3/×3, *bane vs. monstrous humanoids +1 composite shortbow*); Full Atk +15/+10/+5 melee (1d6+3/18–20, *+1 scimitar*) or +17/+12/+7 ranged (1d6+3/×3, *bane vs. monstrous humanoids +1 composite shortbow*); AL N; SV Fort +11, Ref +7, Will +4; Str 15, Dex 16, Con 17, Int 12, Wis 11, Cha 13.

Skills: Climb +17, Handle Animal +18, Ride +20, Survival +7.

Feats: Animal Affinity, Dodge, Mobility, Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot, Ride-By Attack, Spirited Charge, Track, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Languages: Ancient Flan, Common.

Possessions: *Bane vs. monstrous humanoids +1 composite shortbow, +1 scimitar, +3 light fortification studded leather armor, ring of sustenance, amulet of natural armor +1.*

Physical Description: Approaching fifty, Kumhaik is nevertheless in incredible physical condition. A bandy-legged warrior of Flannish extraction, he wears his greasy hair in an unkempt mass that tumbles over his shoulders. His eyes are similarly dark and deep brown in hue. Kumhaik's deeply burnt skin, which resembles parched leather, stands as a legacy to his hard life. Although he almost always wears his battered and scorched leather armor, Kumhaik never carries his weapons while in Ul Bakak.

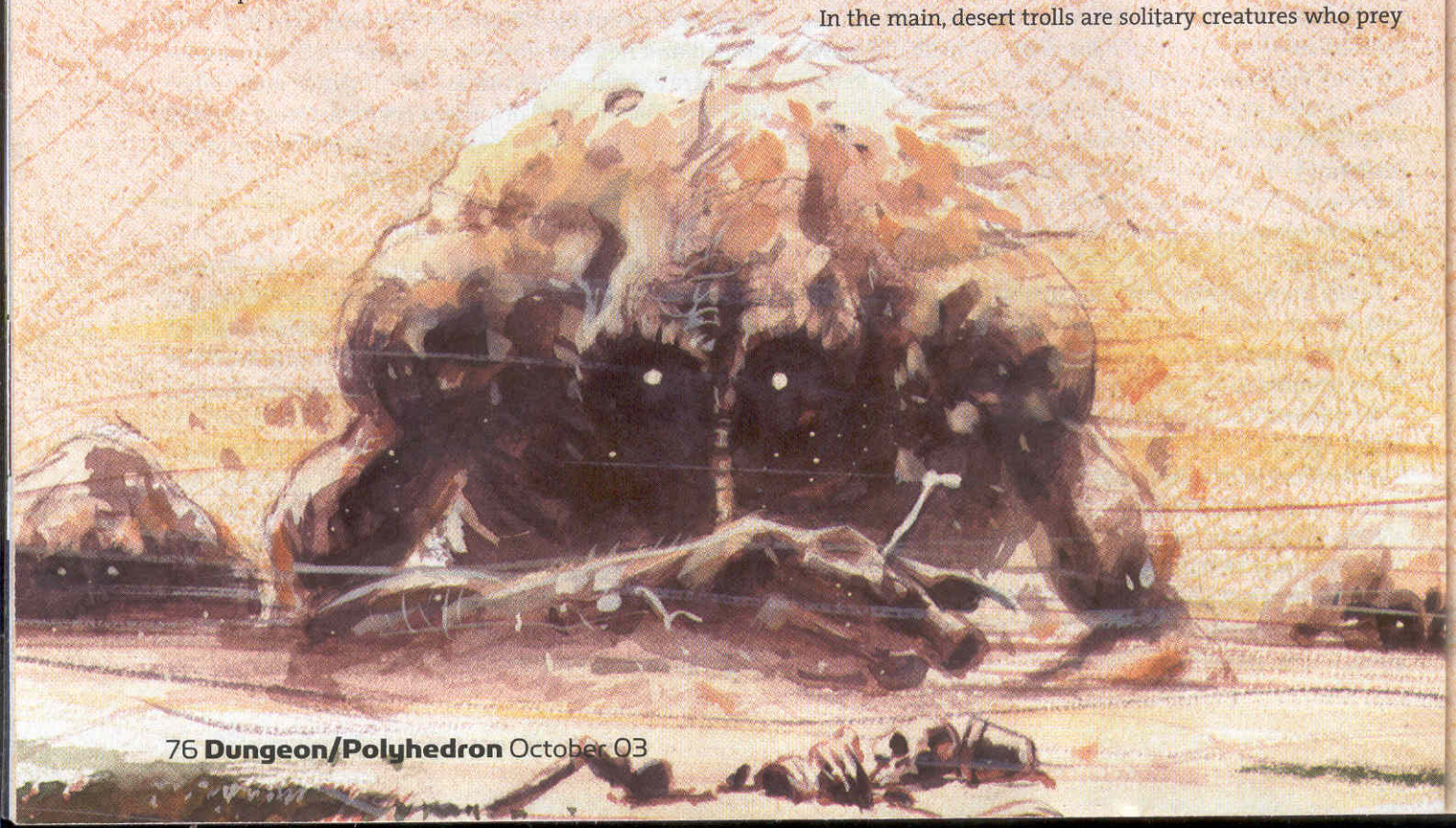
Desert Troll

Large Giant
Hit Dice: 7d8+42 (74 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +5/+15
Attack: Claw +10 melee (1d8+6)
Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Camouflage, darkvision 90 ft., immune to fire, low-light vision, regeneration 5, scent, water vulnerability
Saves: Fort +11, Ref +4, Will +3
Abilities: Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6
Skills: Hide +8, Listen +4, Move Silently +4, Spot +4
Feats: Improved Natural Attack (claw), Iron Will, Stealthy,
Environment: Warm deserts
Organization: Solitary or gang (2-12)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5

This hulking bipedal creature stands half again as high as a human. Its long, spindly arms and legs give it an awkward appearance. Its feet have three wide, flat toes, and its muscular hands bear sharp claws. The creature's leathery, mottled hide slowly shifts in hue to match its surroundings. Its hair hangs in thick ropy locks that seem to twitch on their own accord.

Kin to common trolls, desert trolls are larger and more intelligent than their smaller brethren, and possess chameleon-like abilities that allow them to strike from ambush with terrible efficiency.

In the main, desert trolls are solitary creatures who prey



on anything living near their lairs. In places where the hunting is particularly good, they sometimes congregate in small groups of up to a dozen individuals. They normally dwell in desert hills, preferring this stony terrain to the near-endless dunes of the interior. A few enclaves still exist in the Abbor-Alz, preying on the inhabitants of that dusty range. In the past, desert trolls ranged throughout the Brass Hills. With the coming of Rary and his forces, however, they are slowly being driven to extinction in the region.

Desert trolls speak Giant.

Combat

Desert trolls prefer to attack from ambush. Scavengers, they do not fear death and keep fighting until slain unless attacked with water, which causes them to flee in terror.

Rend (Ex): If a desert troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Camouflage (Ex): Desert trolls can alter the color of their skin to match that of the surrounding terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. In desert terrain, this grants the desert troll concealment; successful attacks against the desert troll have a 20% miss chance. Additionally, desert trolls can attempt to make Hide checks without seeking additional cover or concealment.

Regeneration (Ex): Acid and water deal normal damage to a desert troll. If a desert troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, and contact with it (such as reaching into a pool or being splashed with a vial or bucket of water) inflicts 2d6 points of damage per strike. Complete immersion (including being caught in the rain or being subjected to a high volume of water, as from the geyser function of a *decanter of endless water*) inflicts 6d6 points of damage per round.

Skills: Desert trolls have a +8 racial bonus on Hide checks.

Desert Troll Characters

Desert trolls sometimes become barbarians, rangers, clerics, or rogues. Their favored class is barbarian. Desert troll clerics (which are rare) worship Vaprak "The Destroyer," and choose from the Chaos, Destruction, Evil, or War domains. They wield greatclubs.

Hueleneaer (Desert Centaur)

Large Monstrous Humanoid
Hit Dice: 5d8+10 (32 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
AC: 20 (–1 size, +2 Dex, +2 natural, +5 chainmail, +2 heavy wooden shield), touch 11, flat-footed 18
Base Attack/Grapple: +5/+14
Attack: Scimitar +10 melee (1d6+5/18–20) or composite longbow +7 ranged (1d8+5/×3)
Full Attack: Scimitar +10 melee (1d6+5/18–20) and 2 hooves +6 melee (1d6+2) or composite longbow +7 ranged (1d8+5/×3)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +6, Will +5
Abilities: Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11
Skills: Listen +3, Spot +3, Survival +5
Feats: Endurance, Weapon Focus (hoof)
Climate/Terrain: Warm deserts
Organization: Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–100 plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 6th–10th level)
Challenge Rating: 3
Treasure: No coins; standard goods and items (weapons and armor)
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

The creature moves across the sandy dunes with assurance and grace. It has the upper torso, arms, and head of a muscular humanoid and the lower body of a large horse. Despite the heat, it wears chainmail and carries a scimitar and a longbow.

Although civilized, the hueleneaer, or desert centaurs, are more warlike than their sylvan cousins and dwell only in the Bright Desert. They are a dark-skinned and handsome people, slightly smaller in height but more muscular than their woodland kin.

Hueleneaer speak Common and Giant.

Combat

The hueleneaer are skilled in the art of warfare and combat, and prefer to utilize skirmishing and guerrilla tactics. When armed for war, they don ancient armor and bear antique weapons forged when Sulm was yet strong. They normally wear chainmail and carry a shield and scimitar. Others act as horse archers, using their maneuverability and firepower to devastating effect on less mobile forces.

Hueleneaer Society

The hueleneaer live in a highly ritualized, stern society that deals harshly with transgressors. Their society is fractured into more than a score of small, fiercely independent tribal groups. Both genders are expected to fight, raise children, or serve as leaders as circumstances require.

The Hueleneaer are a product of a harsh environment and an unbending moral code. Stories speak of ancient times when they were beholden to the despotic rulers of Sulm, and it is for these reasons that they resist the approaches of Rary and his minions.

Desert Centaur Characters

Desert centaurs sometimes become bards, rangers, or occasionally barbarians. Their favored class is ranger. Centaur clerics and druids worship Skerrit. Clerics can choose any two of the following domains: Animal, Good, and Plant. They wield shortspears. ●

digital revolution

By Rodney Thompson
Illustrations by Omar Dogan and Udon Entertainment

The world's movement into a new age of electronics, computers, and high-speed computations has bred a new type of person. Power, once measured in brute strength and influence, is gradually shifting to those with intelligence and skill with new technologies. Where heroes and villains of the past were sword-swinging or gun-toting warriors, this new age of technology has seen the rise of a new kind of protagonist: the hacker. Modern-day clashes between governments, corporations, and power brokers have encouraged the growth of loosely organized rebellious hacker communities, the most famous of which is the Digital Revolution.

Like most hackers, the members of Digital Revolution see themselves as rebels, pirates, and rogues who fight the power using their proficiency with computers. Although their illegal activities could put them in prison, most members of the group pay little attention to legal threats from the authorities. They believe they're part of a rebellion fighting against an insidious force (although each hacker has a different idea about who this ultimate foe might be), a conviction that makes them cocky and fearless, fueling their desire to expand their knowledge and keep the fight alive.

Within the past decade, the Digital Revolution has had a profound (if behind the scenes) impact upon United States and world politics. Members of the group uncovered a massive conspiracy within America's intelligence community in 1999, exposing the illegal plans of rogue agents who sought to sell nuclear weapons to foreign terrorist operatives. The arrest and conviction of 14 members of the nation's top intelligence communities kept the weapons from being transferred, although Digital Revolution's role in the scandal is known only within the hacking community.

Last year, the group claimed responsibility for cracking the encryption used by orbital spy satellites, posting impossibly accurate aerial photography of the private lives of several U.S. politicians to prove their success.

Not content to simply target government computer systems, the Digital Revolution has diverted funds from international banks, pirated high-level security software from major corporations, created backdoor entries to secure database servers, and performed any number of private espionage operations as hackers for hire. The list of government and industry allegations against the unknown members of the group reads like a near-perfect resume for potential illicit employers.

Digital Revolution's anonymity makes them dangerous. As skilled computer experts, they can cover their trails and prevent identity traces, keeping the proper authorities at bay. Rival hackers have, on occasion, attempted to root out the group, but at best they have produced information leading to the arrest of a single group member, who invariably is sprung from detention by unknown fellows within weeks of his capture.

Thus far, the Digital Revolution has done nothing overtly malevolent, though they have routinely demonstrated their power by seizing control of important systems (like the coolant systems in a nuclear power plant) and leaving mischievous messages behind. There is no question that with the right motivation the members of Digital Revolution could cause a lot of harm, but so far they seem to be content to play information wargames and aim for bigger and more secure targets.

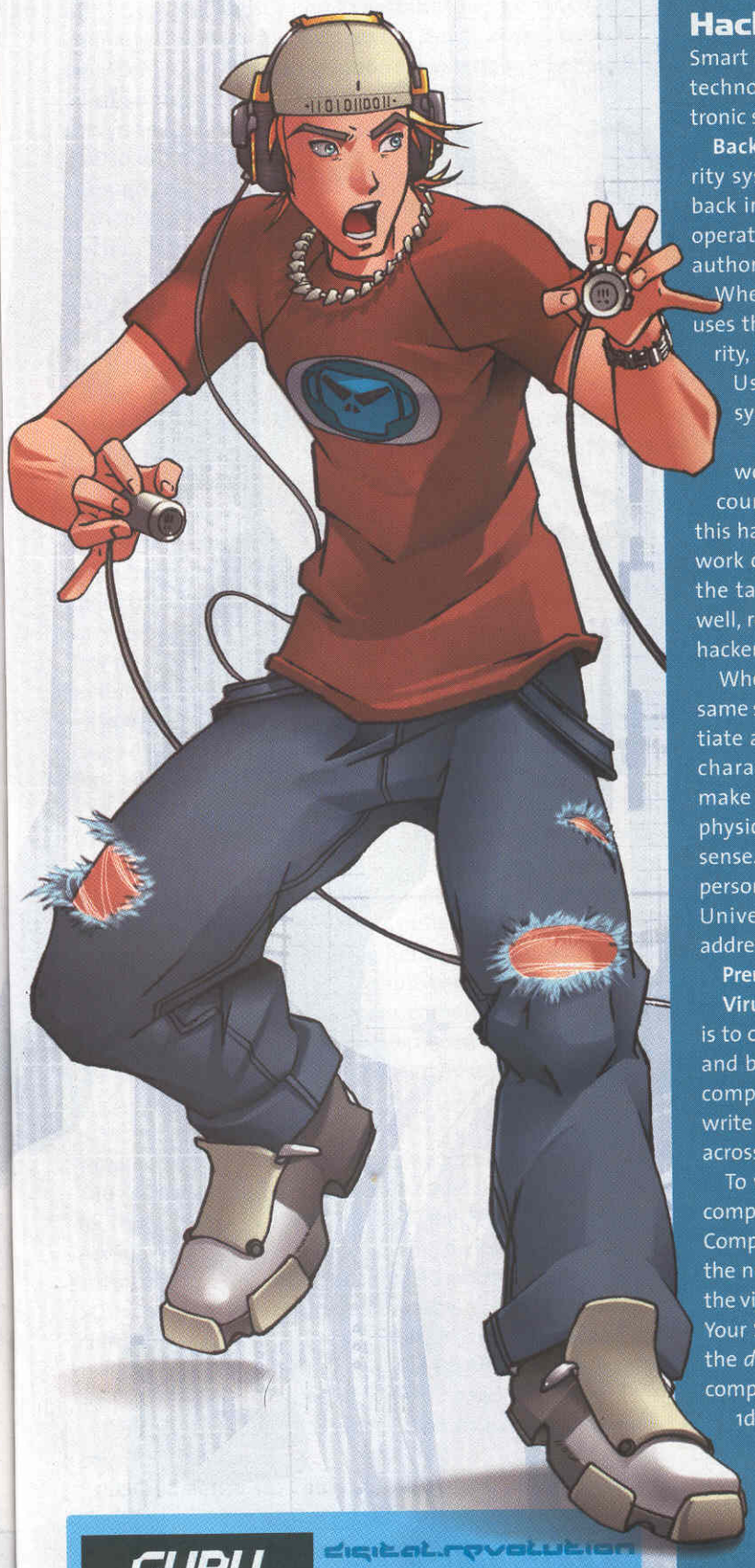
There is no set roster for Digital Revolution, especially given that the organization has more than 50 members. The following four team members, however, are among the most prominent and talented of the group.

Guru

A poster child for the stereotypical hacker image, the young programming prodigy and Digital Revolution founder known as Guru possesses unparalleled skill at bypassing security and gaining access to computer systems. When a system needs to be broken into, Guru is the man to call. An expert in computer security and anti-intrusion countermeasures, Guru is responsible not only for getting other Digital Revolution hackers into remote systems but also for protecting them from external investigation. He leaves "backdoors," easy entranceways for hackers, in every system he's ever penetrated, allowing others to get in at their leisure and pilfer corporate secrets or financial information as they wish. As he says, "I'm just the guy who opens the doors and lets in the horde."

The Revolution knows well enough to keep "the horde" from its own systems, however, so Guru constantly tests the security of their computer networks, carefully removing and repairing any weaknesses that might be exploited by enemies or wannabe hackers.

Guru got his start in academia—he boasts a Master's degree in Computer Science from MIT. By day he works as the lead designer for a major computer security corporation based in London, making sure that big business feels secure in an increasingly dangerous digital world. He uses his position to scope out new security systems, install backdoors in his clients' networks, keep up to date on the latest anti-hacker



Hacker Talent Tree

Smart heroes have an advantage with computers and technology, and often become hackers or other electronic specialists.

Backdoor: Characters who bypass computer security systems often leave ways for themselves to get back in. These "backdoors" allow a computer user to operate a previously hacked machine as if he was the authorized user.

Whenever a character with this talent successfully uses the Computer Use skill to bypass computer security, he thereafter receives a +10 bonus on Computer Use checks to bypass security on that same system.

Trace: Hackers frequently encounter other network users who have similar goals or who try to counter the hacker's attempt at espionage. When this happens, a talented hacker can analyze other network connections to determine a physical location of the targeted user. Some computers can be traced as well, revealing the physical location of the system the hacker's most likely accessed by remote.

When the character encounters another user on the same system or hacks into a remote system, he may initiate a trace to locate the rival user or computer. The character makes a Computer Use check (DC 20) to make the trace. If successful, the character learns the physical location of the machine or user in a general sense. For example, the character could learn that the person or machine being traced is in Moscow or on the University of Michigan campus, but not the street address of the user or computer.

Prerequisites: One talent from the Research talent tree.

Virus: One of the most malicious uses for a computer is to create a virus capable of crippling other machines and bringing entire networks down. Most viruses are computer programs that delete information or overwrite hard drives, propagating themselves via email or across the network.

To write a virus, the character selects a number of computers to affect based on the table below. Then, a Computer Use check must be made with the DC set by the number of computers to be affected. Once written, the virus must be uploaded to a machine during the "Do Your Stuff" phase of computer hacking (see page 52 of the *d20 Modern* core rulebook for more details). Once complete, the virus then brings down the computer for 1d10 hours, making it inoperable and inaccessible.

Prerequisites: One other talent from the Hacker talent tree.

Number of Machines	DC
1	15
2-10	20
10-100	25
100+	30

all things mechanical, and combines her knowledge of computing with her love of gear to function as the gadget creator for the Digital Revolution's mysterious inner circle. With an intimate knowledge of the interaction between software and hardware, Torque can crash machines by overloading processors and shorting out motherboards through creative uses of commands.

Originally a tomboy from a poor neighborhood in Detroit, Torque took an interest in cars while watching her father work as a mechanic. Growing up covered in grease and learning the ways of the combustion engine, Torque learned that she had a real eye for the way simple things work together to make complex actions possible. After salvaging an old computer and spending weeks trying to make the thing work, she discovered that it was more than automobiles that held her interest and began the first steps to becoming an expert on computer hardware.

She currently owns and is the head mechanic of her father's old automotive shop, servicing cars full time and spending her evenings with computers. With so many modern cars having onboard computers, she has found her services more and more in demand, as she is one of the few mechanics with a working knowledge of computers to match her mechanical expertise. When not coming up with unique new computer hardware, she adjusts the settings on onboard computer systems that limit a vehicle's top speed and makes it more efficient overall.

A short young woman who appears to have just come from the auto shop at all times, Torque usually has streaks of grease on her face and arms. She wears the blue coveralls that most mechanics have adopted as a standard uniform. She wears her black hair pulled back in a ponytail with a red bandanna covering her head and holding back her hair while she works. A multitude of piercings and metal hoops decorate her left ear, complemented by a nose ring with a thin chain running between it and the ring on the lobe of her ear. She's lighthearted and wisecracking, making her easy to like.

Torque: (Smart 4/Techie 8); CR 12; Medium-sized human; HD 4d6+2 plus 8d6+2; hp 58; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 17, flat-footed 15 (+2 Dex, +5 Class); BAB +6/+1; Grap +8; Atk +7/+3 melee (1d6+1, wrench), +8/+3 melee (1d6+1, unarmed strike) or +7/+3 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ backdoor, build robot, extreme machine, jury-rig +4, mastercraft (electronic) +1, mastercraft (mechanical) +1, virus; AL Digital Revolution; SV Fort +4, Ref +4, Will +9; AP 11; Rep +4; Wealth +7; Str 13, Dex 14, Con 14, Int 15, Wis 12, Cha 14.

Occupation: Blue Collar (bonus class skills: Craft [mechanical], Drive, Repair).

Skills: Balance +4, Computer Use +19, Concentration +7, Craft (electronic) +19, Craft (mechanical) +20, Disable Device +13, Drive +12, Intimidate +9, Knowledge (streetwise) +7, Knowledge (technology) +17, Listen +4, Pilot +4, Profession (mechanic) +9, Read/Write English, Repair +20, Research +10, Speak English, Spot +8.

Feats: Brawl, Builder, Combat Expertise, Focused, Gearhead, Hacker Alias, Knockout Punch, Simple Weapons Proficiency, Streetfighting, Vehicle Dodge, Vehicle Expert.

Possessions: Car opening kit, computer (desktop), mechanical tool kit, modem (broadband), tool belt, uniform.

New Spells

The following two spells see frequent use by characters looking to save time and speed up the process of computer cracking in a campaign that uses magic.

Crash and Burn

Evocation

Level: Mage 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Area:** One computer; **Duration:** Permanent; **Saving Throw:** Fortitude Negates (object); **Spell Resistance:** Targeted (object)

When you don't have time to properly wipe away the evidence of computer use, the *crash and burn* spell causes a machine to deactivate and to fry its own internal circuits. The spell makes it look as though a power surge has overloaded the machine's motherboard and the computer was destroyed by a natural disruption.

When the spell is cast, the targeted computer immediately shuts down and suffers 3d10 points of electrical damage.

Hard Copy

Divination

Level: Mage 1; **Components:** S, M; **Casting Time:** Full round action; **Range:** Touch; **Area:** One computer; **Duration:** Instantaneous; **Saving Throw:** None (object); **Spell Resistance:** Targeted (object)

Hackers often have difficulty gaining access to a particular machine, despite great need for the information contained on its hard drive. The *hard copy* spell allows a spellcaster to draw information from a targeted hard drive without even needing to power up the attached computer. By touching the computer in question and thinking of a single phrase or topic, you learn any information about that topic as though you had full access to that machine.

Cheshire

A mischief-maker and rabble rouser who uses her talents for fun more than anything else, Cheshire was one of the first hackers to be called a "script kiddie" (a low-level hacker who exploits well-known network weaknesses using simple, commonly available programs). Although many of her Digital Revolution allies privately accuse her of being little more than an annoying troublemaker, her talent for creating chaos is unparalleled. Three of the five most widespread and hazardous computer viruses released into the world last year (according to the UN Report on Electronic Espionage) were her doing. It irritates

her that the top two viruses were created by someone else, and she's sworn to dominate the entire list next year. Moreover, her manifesto of simple computer tricks, entitled *Ten Crash Scripts for the Beginning Hacker*, litters the Internet and has been cited by the United States Congress as encouraging young people to cause problems for legitimate computer systems. When something needs to be broken, crashed, or even just slowed down for a while, Cheshire's library of scripts, programs, and resources can usually do the trick.

Cheshire is a 19-year-old college student from Okinawa, Japan. In many ways she is the typical young woman growing up in Japan, but between classes she foments frustration and paranoia for computer users worldwide. Her career as a hacker began with changing grades in high school to allow her to spend more time on her computer and less time studying. After a few disastrous runins with other hackers, she began to see the potentially destructive uses of computers, and she liked what she saw. Careful to target machines instead of people, Cheshire intensified her studies of system exploits to discover how to wreak as much havoc on another computer as possible. Uninterested in any of the other greedy uses for hacking, Cheshire has never stolen funds or altered bills in her favor, though she has been known to crash the network of the credit card companies when she is late on a payment.

A lithe young Japanese girl with short, spiky hair dyed bright purple in the style of many anime heroines, Cheshire typically wears a loose-fitting tank top with a brightly colored camouflage pattern. With a mild obsession for American culture from the 1970s, she wears denim bell-bottoms salvaged from some second-hand store. Around her neck dangles a necklace with a heavy, iron key on it; the key opens an antique chest in which she stores her laptop computer at all times when away in order to keep others from using it without her knowledge. She has a good grasp of the English language, but constantly peppers her speech with words and phrases from the shorthand language of Internet users.

Cheshire: (Smart 9); CR 9; Medium-sized human; HD 9d6; hp 36; Mas 10; Init +3; Spd 30 ft; Defense 16, touch 16, flat-footed 13 (+3 Dex, +3 Class); BAB +4; Grap +3; Atk +7 melee (1d3, stun gun), or +7 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ backdoor, savant (Computer Use), trace, trick, virus; AL Digital Revolution; SV Fort +3, Ref +8, Will +5; AP 10; Rep +3; Wealth +6; Str 9, Dex 16, Con 10, Int 14, Wis 12, Cha 13.

Occupation: Student (bonus class skills: Computer Use, Knowledge [popular culture], Knowledge [technology]).

Skills: Bluff +7, Computer Use +17, Decipher Script +4, Disable Device +14, Forgery +8, Gather Information +7, Knowledge (popular culture) +12, Knowledge (technology) +17, Read/Write English, Read/Write Japanese, Repair +4, Research +16, Sense Motive +7, Sleight of Hand +9, Speak English, Speak Japanese, Spot +7, Tumble +7.

Feats: Defensive Martial Arts, Educated, Elusive Target,

Gearhead, Hacker Alias, Lightning Reflexes, Run, Simple Weapons Proficiency, Studious, Weapon Finesse (stun gun).

Possessions: Cell phone, clothing (casual), computer (laptop), modem (broadband), stun gun.

Lord Vapor

He has been called the Most Dangerous User by government agencies around the world. The CIA wants to lock him up and throw away the key, while the NSA wants to pretend he never existed. He goes by the handle of Lord Vapor, and he has at times been known as the number one electronic terrorist in the world. He considers himself a master of information, both its distribution and destruction. Lord Vapor is Digital Revolution's foremost cryptology and information gathering specialist, and is possibly the most talented hacker in the entire world. The apparently fearless computer criminal goes after the most high-profile targets and the most restricted information. So much dangerous information passes through his computer systems that other members of the Digital Revolution sometimes shy away from his projects.

Lord Vapor got his start during the Cold War as a spy and black ops computer specialist for America's National Security Agency. Some time after the fall of the Soviet Union, he witnessed *something* that prompted him to quit his government work and go into hiding. No one knows what it was he saw, but ever since he's waged a personal war of information against the government and all those who would hide the truth. Even Lord Vapor himself remains quiet on the subject, lest the government discover the depth of his knowledge.

In the meantime, he busies himself with constant vigilance and observation of high-level government communications. His training in codebreaking and encryption allows him to monitor communications containing top-secret information, though what he does with that information is unknown.

A pale-skinned, hard-faced man in his late thirties, Lord Vapor could pass for a prominent businessman in fashionable attire. He often wears a striking black suit and tie and stark black sunglasses. He wears a skull and crossbones tattoo on the back of his right hand, a symbol of a covert espionage team to which he belonged until the end of the Cold War. Lord Vapor speaks in hushed tones, seemingly paranoid of observation and distrustful of everyone other than himself.

Lord Vapor: (Smart 5/Dedicated 3/Investigator 5); CR 13; Medium-sized human; HD 5d6+1 plus 3d6+1 plus 5d6+1; hp 52; Mas 12; Init +6; Spd 30 ft; Defense 19, touch 19, flat-footed 17 (+2 Dex, +7 Class); BAB +7/+2; Grap +7; Atk +7/+2 melee (1d3, unarmed strike), or +9/+4 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aware, backdoor, contact (low-level, mid-level), nonlethal force, profile, savant (Computer Use), skill emphasis (Gather Information), trace; AL Digital Revolution; SV Fort +5, Ref +7, Will +13; AP 13; Rep +2; Wealth +6; Str 11, Dex 15, Con 12, Int 14, Wis 16, Cha 10.

Occupation: Investigative (bonus class skills: Computer Use, Gather Information).

Skills: Bluff +7, Computer Use +17, Decipher Script +11, Demolitions +6, Disable Device +8, Disguise +2, Forgery +8, Gather Information +16, Hide +3, Investigate +16, Knowledge (tactics) +7, Knowledge (technology) +8, Listen +4, Move Silently +2, Read/Write English, Read/Write Mandarin, Read/Write Russian, Repair +8, Research +8, Search +8, Sense Motive +7, Speak English, Speak Mandarin, Speak Russian, Spot +8.

Feats: Alertness, Attentive, Deceptive, Dodge, Gearhead, Hacker Alias, Improved Initiative, Iron Will, Low Profile, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

Possessions: Beretta 92F, cell phone, cellular interceptor, clothing (business), coat, computer (desktop), digital audio recorder, digital camera, line tap, PDA, tap detector, telephone line tracer.

Using the Digital Revolution

The Digital Revolution can serve your campaign both as antagonists and allies to the player characters. If the party works for government or corporate interests, they might view the Digital Revolution as anarchic enemies just waiting to be brought to justice for their crimes. Parties struggling against those same forces might view the hackers as potential allies—if only they could be found. Although its members aren't strictly evil, they do operate outside the law and might be working for a malevolent power without their knowledge.

In a standard *d20 Modern* campaign, the group presents a unique challenge for the normal adventuring party. The Digital Revolution isn't overtly villainous. In fact, since most of the encounters they provide do not require them to be present, discovering the identity and location of a member of the Digital Revolution requires both investigation and intuitive thinking. As allies, the group serves perfectly as for-hire information sleuths whose unusual expertise allows them to avoid technological obstacles. The group might even become a permanent ally of the player characters, continually providing assistance and acting as a plot device for the Gamemaster.

Using the Digital Revolution in a *Shadow Chasers* campaign requires few changes. As minions of some dark power, perhaps they find themselves under the influence of evil forces, manipulated into making the heroes' lives more difficult. Many keepers of occult lore are beginning to transfer their records to electronic form for preservation, so a member of the group might be called upon to do some in-depth research that a simple trip to the local magic shop cannot provide.

Technology and computers play a significantly reduced role in the *Urban Arcana* setting, where magic is the rule of the day. That said, technology can be used to combat magical beasts and other arcane dangers, and a Digital Revolution armed with a few FX items and magic powers might be a highly effective fighting force.

In an *Agents of PSI* campaign, the Digital Revolution can flourish as true heroes or villains. In a setting rife with high espionage, massive conspiracies, and psychic powers, a talented group of hackers can make a huge difference. Perhaps they help to foster a conspiracy by hiding and deleting information or passing it along to other sources. Or they might work against a party attempting to get to the bottom of a mystery, always putting up stumbling blocks that prevent the necessary knowledge from falling into the party's hands. ●

Rodney Thompson is the author of the Star Wars Hero's Guide *and a member of AEG's* Spycraft/Shadowforce Archer Design Team.

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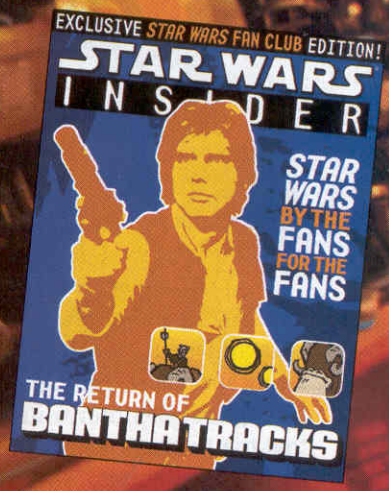

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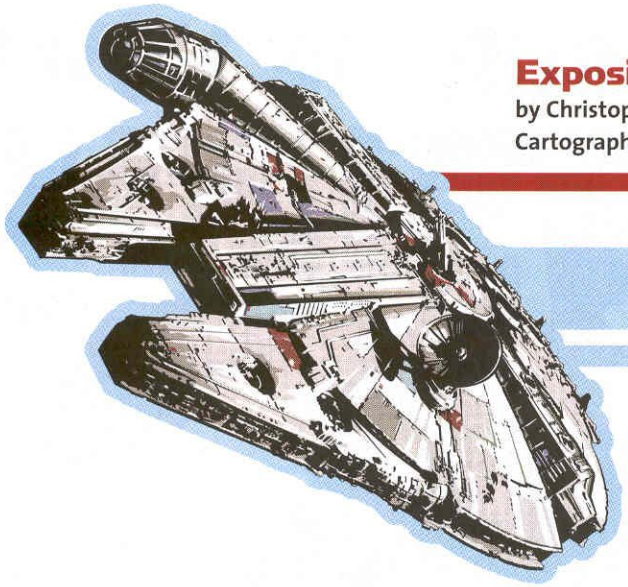


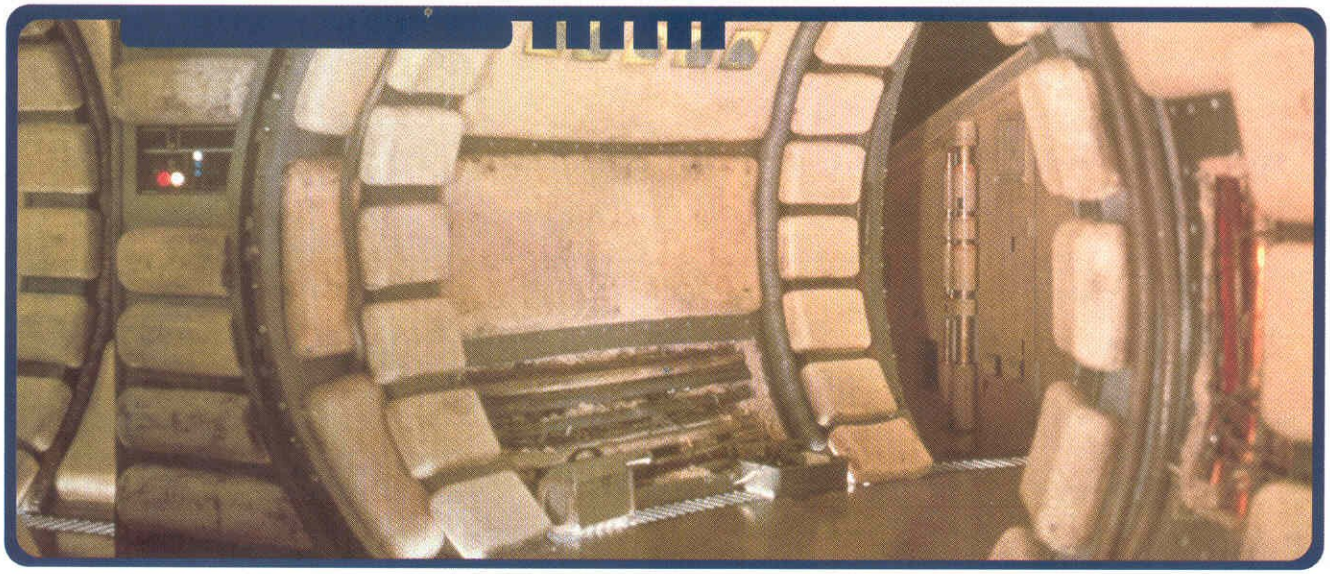
Exposing the YT-1300 Transport

by Christopher West,
Cartography by Christopher West

Few vehicles in the history of science fiction have attracted as much popular attention, or been shrouded in as much mystery, as the *Millennium Falcon*. This enigmatic vessel has characterized the *Star Wars* universe ever since she first thundered out of Mos Eisley spaceport, and her origins have remained a secret throughout the intervening years. Most fans understand that the *Falcon* is a YT-1300 transport, but they also know that many different owners including and preceding Han Solo have performed extensive modifications. To learn how one of countless identical freighters evolved to become this famous ship of secrets, read on:

The YT-1300 design was conceived by a panel of shipbuilding specialists at the Corellian Engineering Corporation and went on to become one of the most popular space transport hulls ever produced. Though the CEC made considerable profits from its older lines, the YT series revolutionized the intergalactic shipping industry through its unparalleled application of modular design. Entire sections could be mass-produced and arranged into new configurations as needed without extensive retooling, saving the company an enormous amount of money and allowing the starships to be brought to market at extremely competitive prices. The YT-1300 model exemplified this design concept, with a circular main corridor and modular compartments that could be mounted around it, radiating out from the central core of a saucer-shaped hull for convenience and economy of design.

Although all YT-1300s look very similar on the outside, their interiors can be considerably different, specifically because of the modular design. Two standard configurations saw the greatest levels of production initially. These were designated the YT-1300p and YT-1300f, for "passenger" and "freight," respectively. They shared the same external hull (just like every other YT-1300), but each was assembled internally with a different sort of purpose in mind. The "p" configuration included multiple passenger cabin modules but little extra cargo space. The "f" configuration was just the opposite: built with numerous cargo holds but no real accommodations for passengers.



"She's the fastest hunk o' junk in the galaxy!"
– Lando Calrissian

SECRETS OF THE FALCON

Both models were hot sellers, but later in the life cycle of the YT-1300 product line, the CEC grew wise to the fact that most customers sought a balance of the two functions, and started to assemble more of the ships with a blend of cargo and passenger modules. This configuration, initially known as the YT-1300fp, quickly became the most popular arrangement. Over time it came to be recognized as the "stock" version of the ship, and people began to forget the original configurations. The separate designators disappeared from common use altogether soon after the Emperor's rise to power.

A Legacy of Confusion

Contradictions and misunderstandings followed the YT-1300 product line from its first inception...some intentional, others purely accidental.

Among the most common of these involves the actual size of the ship. Anyone who has ever boarded the most widespread model of YT-1300 knows that the length listed on most official documents is not accurate. This confusing discrepancy is partly related to the existence of several different design scales within the series (all of which regrettably used the same YT-1300 designator). The matter is compounded, though, by a simple clerical error that the Corellian Engineering Corporation has never admitted or addressed: the stock vessel's keel length was improperly recorded on official registry classification documents. This error in specification was distributed to spaceports across the galaxy when the YT-1300 entered production and remains an enduring quirk of the series. Some speculate that a secretarial droid in desperate need of a memory wipe mistook a cubed figure for a whole number, while others have blamed it on a policy of misinformation within the highly competitive shipbuilding industry. Some insiders have even said that the specified length was calculated before the forward mandibles were added to the design. Whatever the cause, it remains a fact that until spaceports caught on to the numerical discrepancy, YT-1300s were frequently assigned to docking bays too small to accommodate their actual bulk.

Another matter of concern stems from the widespread availability of YT-1300 design documents, many of which feature vastly different internal layouts. Some of these are legitimate alternate designs offered by the CEC to buyers seeking customization, but a large number of them have never actually been produced at all. Early in the design phase of the YT-1300, several different sets of prototype deck plans and scale models at various stages of completion were stolen from a CEC shipyard office. These materials became widely distributed and account for many of the alternative plans available today. They are frequently mistaken for the actual versions that entered production because of the official CEC stamp they bear.

The final subject of much misunderstanding relates to the cylindrical protrusions found on either side of a YT-1300 hull. Those who fail to understand the fully customizable nature of the ship debate their function; some claim they house escape pods while others insist they serve as docking rings. The truth is quite simple: they served a different function in the two YT-1300 configurations that were standard issue when the ship was first released. The YT-1300f, designed for freight transport, features twin boarding ramps for the access of treaded cargo loaders and droids. These ramps and their overhead clearance take up much of that space, and so the 1300f has no room for bulky escape pods in those protrusions. Instead, matching port and starboard docking rings can be found in

YT-1300f
Stock Light Transport
(Freight Configuration)
1. Boarding Ramps
2. Docking Rings
3. Main Corridor
4. Observation Deck Access
5. Cockpit Access Corridor
6. Cockpit
7. Main Hold
8. Circuitry Bay
9. Refresher
10. Freight Loading Room
11. Cargo Holds
12. Engineering Bay
KEY
YT-1300p
Stock Light Transport
(Passenger Configuration)
1. Boarding Ladders
2. Escape Pods
3. Main Corridor
4. Observation Deck Access
5. Cockpit Access Corridor
6. Cockpit
7. Refresher
8. Circuitry Bay
9. Passenger Cabins
10. Passenger Lounge
11. Freight Loading Room
12. Cargo Hold
13. Engineering Bay
KEY
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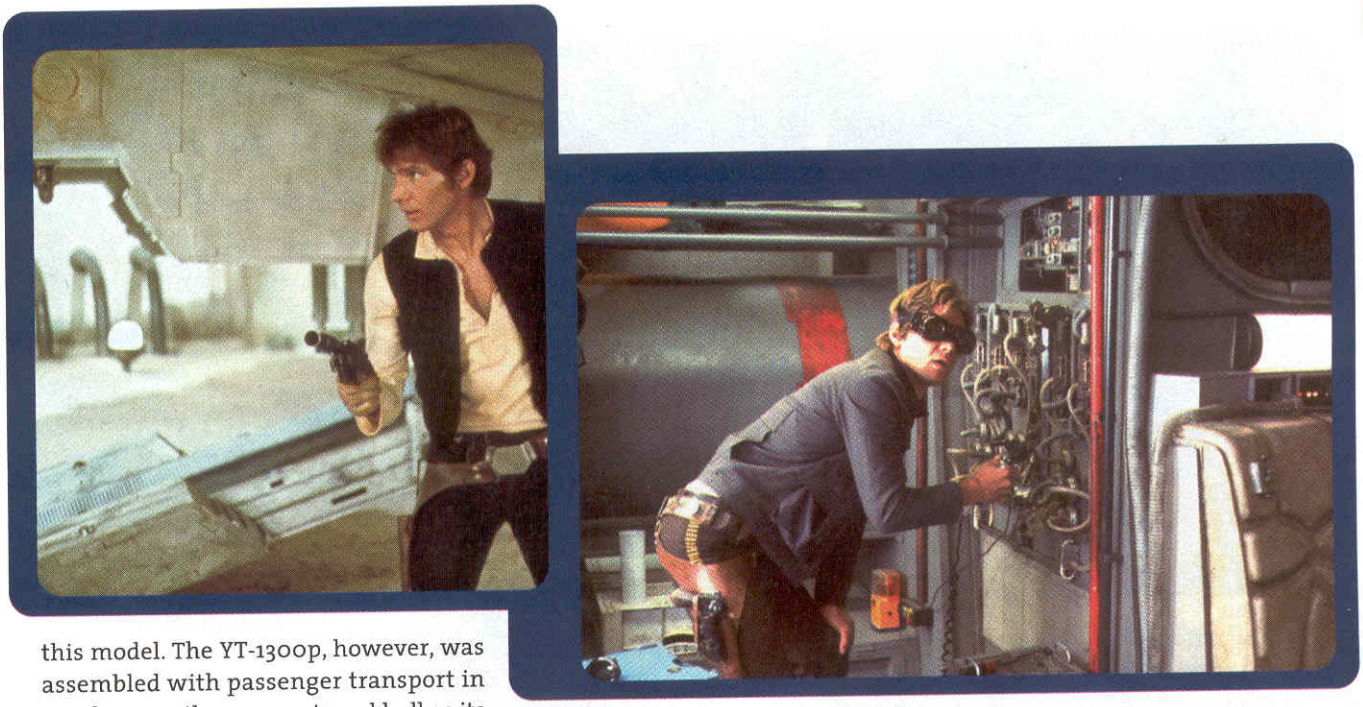


this model. The YT-1300p, however, was assembled with passenger transport in mind. It uses the same external hull as its cargo-hauling twin, but requires a greater escape pod capacity to accommodate the larger passenger complement. Two 6-person pods are built into the sides of this model, which features truncated hydraulic boarding ladders in place of ramps for standard access and egress.

YT-1300f

"You came in that thing? You're braver than I thought..."

– Princess Leia Organa

Boarding Ramps: Two hydraulically powered access ramps angle upward toward the center of the ship when opened. When closed, they form the floor of two passageways that connect the docking rings to the main corridor. Hatches at either end effectively turn the areas into large airlocks.

Docking Rings: Situated on the port and starboard sides, these sealed hatches and external magnetic couplings are used to dock the YT-1300 to capitol ships and space stations as well as passenger gantries in fancier starports.

Main Corridor: This ring-shaped tubular passageway encircles the central core of the ship and provides convenient access to the systems and compartments arrayed around it. A small alcove near the aft end houses a control terminal that regulates the power core's flow of energy. It is protected against unauthorized access by a locked panel, though many freighter captains choose to toss the panel into a cargo hold since there are rarely any passengers on board.

Observation Deck Access Tube: This vertical shaft running through the core of the ship links two small chambers with multi-paned viewports for crewmembers who wish to peer outside. The defensive laser cannon that comes standard on the stock YT-1300 can be mounted to the exterior of either one of these chambers, turning it into a gunnery station. The artificial gravity in these compartments creates the best viewing angle for observers or gunners, but the transition can be somewhat disorienting for the inexperienced.

Cockpit Access Corridor: This long, tubular corridor angles up slightly toward the cockpit, the floor of which is situated a few feet higher than the main deck

Cockpit: The control deck of a stock YT-1300 contains two seats (one each for the pilot and copilot) as well as a sizeable navicomputer terminal and an array of other electronic interfaces for the regulation of the ship's primary systems.

Main Hold: As well as storing a good amount of cargo, this bay is where the transport's crew spends much of their downtime. A pair of recessed bunks opposite one another allow the pilot and copilot to rest in relative comfort, with short sliding curtains for privacy, and a removable section of floor plating provides maintenance access to key ship systems. Structural support beams loosely divide this hold into two sections; cargo from the freight loading room enters the smaller forward area and can be stacked throughout the hold.

Circuitry Bay: A cramped chamber situated off of the main corridor allows maintenance and diagnostic access to the transport's unremarkable hyperdrive, and a small floor hatch can be removed for limited access to the vessel's power core. A locked hatch typically seals off the compartment, but most owners leave the door open in the absence of passengers who might otherwise meddle with the equipment.

Refresher: The ship's only refreshing facility contains few amenities. A medpac is stored here for emergencies.

Freight Loading Room: Cargo containers can be loaded into the forward holds by means of this receiving bay. Pressurized doors open to a cavity between the forward mandibles, and retractable arms within those mandibles guide crates and pallets into this chamber.

Cargo Holds: These large chambers provide the majority of the transport's freight capacity and are usually stacked

full of cargo from floor to ceiling.

Engineering Bay: Computers in this oversized compartment regulate the YT-1300's engine systems. A freight elevator in the floor near the main corridor allows large shipments to be brought up and distributed into the two adjacent cargo holds. Beneath removable deck plates, five single-passenger escape pods are housed in individual launch bays, each one ready to take a crewmember to safety in a desperate situation.

Corellian Engineering Corporation YT-1300f Freight Transport

Class: Space Transport
Size: Small (26.7 meters) **Crew:** 1 to 2 (Normal +2)
Hyperdrive: x2 (x12 backup) **Initiative:** +3 (+1 size, +2 crew)
Passengers: None **Maneuver:** +3 (+1 size, +2 crew)
Cargo Capacity: 150 tons **Defense:** +21 (+1 size, +10 armor)
Consumables: 2 months **Shield Points:** None
Cost: 100,000 (new), 25,000 (used) **Hull Points:** 120 (DR 20)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)
Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +0 crew, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** +0/-2/-4/-6

YT-1300p

"Would it help if I got out and pushed?"
– Princess Leia Organa

Boarding Ladders: Sections of floor in these corridors descend hydraulically to form steep metal boarding ladders when opened, allowing passengers to reach the circular main corridor. When closed, they form the base of two passageways that connect the main corridor to the escape pods. Hatches at either end effectively turn the passageways into serviceable airlocks.

Escape Pods: Situated on the port and starboard sides, these lifeboats each seat six passengers. Thrusters arrayed around the circular entrance port at the aft of each pod are used to launch them safely out of the socket and away from a doomed transport.

Main Corridor: This ring-shaped tubular passageway encircles the central core of the ship and provides convenient access to the systems and compartments arrayed around it. A terminal governing the power core is recessed into one wall of the corridor and protected from unauthorized access by a locked panel.

Observation Deck Access Tube: This vertical shaft running through the core of the ship contains a metal ladder that links two small chambers featuring transparisteel viewports for passengers who wish to peer outside. The defensive laser cannon that comes standard on the stock YT-1300 can be mounted to either one of these chambers, turning it into a gunnery station. The artificial gravity in these compartments is set up to create the best viewing angle for observers or gunners, but the transition can be somewhat disorienting for the inexperienced.

Cockpit Access Corridor: The floor of this long, tubular corridor angles up slightly to meet the cockpit floor, which is situated a few feet higher than the main deck.

Cockpit: The control deck of a stock YT-1300 contains two seats (one each for the pilot and copilot) as well as a sizeable navicomputer terminal and an array of other electronic interfaces for the regulation of the ship's primary systems.

Refresher: This is the ship's public refreshing facility. Though larger and more accommodating than the tiny facilities in the passenger cabins, there is only one such chamber with the extra amenities to service the ship's crew and all of its passengers.

Circuitry Bay: A cramped chamber situated off of the main corridor allows mainenance and diagnostic access to the transport's unremarkable hyperdrive, and a small floor hatch can be removed for limited access to the vessel's power core. A locked hatch typically seals the compartment.

Passenger Cabins: These three modular sections provide recessed sleeping accommodations for a total of nine passengers. Each contains a single small refresher in a private, closet-sized space as well as several storage compartments

The Millennium Falcon
1. Boarding Ramp
2. Starboard-side Docking Ring
3. Main Corridor
4. Quad-laser Access Tube
5. Cockpit Access Corridor
6. Cockpit
7. Main Hold
8. Circuitry Bay
9. Forward Hold
10. Freight Loading Room
11. Number Two Hold
12. Port-side Docking Ring
13. Port-side Corridor
14. Crew Quarters
15. Engineering Bay
16. Number Three Hold
KEY
Freight Loading Doors
Life Support Systems
Cargo Transfer Hatches
Maintenance Access
Secret Compartments
Engineering Stations
Ceiling Hatch
Hyperdrive
Freight Elevator
Escape Pods (Beneath Floor Hatches)
Sublight Engines
WEST

for luggage and personal effects.

Passenger Lounge: Passengers and crew use this space to socialize, relax, and eat meals. Simple terminals built into the walls offer any number of passive entertainments to distract bored travelers, while a semicircular lounge seat surrounds a large dining table that's perfect for games like sabacc. Nearby, a removable floor section allows maintenance access to key ship systems.

Freight Loading Room: Freight of any significant mass can be loaded into the only cargo hold by means of this receiving bay. Pressurized doors open to a cavity between the forward mandibles, and retractable arms within those mandibles guide crates and pallets into this chamber.

Cargo Hold: This large chamber is used to store any items of noteworthy size that passengers wish to take with them, as well as food stores and other freight.

Engineering Bay: Computers in this oversized compartment regulate the YT-1300's engine systems. A freight elevator in the floor near the main corridor allows large cargo to be lifted directly into the hull, but it is more often used for any Tiny vehicles that travelers need to bring on board. Beneath removable deck plates, five single-passenger escape pods are housed in individual launch bays, each one ready to take a crewmember to safety in a desperate situation.

Corellian Engineering Corporation YT-1300p Passenger Transport

Class: Space Transport
Size: Small (26.7 meters)
Crew: 1 to 2 (Normal +2)
Hyperdrive: x2 (x12 backup)
Initiative: +3 (+1 size, +2 crew)
Passengers: 9
Maneuver: +3 (+1 size, +2 crew)
Cargo Capacity: 50 tons
Defense: +21 (+1 size, +10 armor)
Consumables: 2 months
Shield Points: None
Cost: 100,000 (new), 25,000 (used)
Hull Points: 120 (DR 20)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)
Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +0 crew, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** +0/-2/-4/-6

The Millennium Falcon

"She's the fastest hunk o' junk in the galaxy!"
– Lando Calrissian

History

"I don't know where your ship learned to communicate, but it has the most peculiar dialect..."
– C-3PO

When she first rolled off of the assembly line before the fall of the Old Republic, the ship now known as the *Millennium Falcon* was a stock YT-1300f light freighter. She existed in that generic state for several years before an asteroid collision resulted in massive critical damage and put what was left of her in an orbital junkyard near Nar Shaada. There she rested for a time, until an enterprising technician bought her as scrap and set about the task of reconstructing her hull and replacing the core systems with updated hardware. The process required a great deal of time and effort as well as significant financial resources, which the new owner committed as a test of his skill, if not a labor of love. In the process, several sections of the ship were replaced with modular components from a YT-1300p with diplomatic designation that had met a similar fate, and the basics of her current interior layout began to take shape. It was during this reconstruction effort that she first gained the name *Millennium Falcon*.

The *Falcon* served this new owner in light shipping duties for only a few years before being stolen by an opportunistic pirate. This began a lengthy chain of shady owners, leading all the way up to Lando Calrissian and finally Han Solo himself. Most of these transactions were less than legal, and more than a few involved high-stakes gambling. Nearly all of the intervening owners also added their own "special modifications" during their tenure as captain. By the time the *Falcon* fell into Calrissian's hands, she was already one of the most "tricked out" freighters in

the galaxy, able to outfly almost any similarly sized vessel. Her speed, while not yet legendary, was still impressive. Calrissian, of course, lost the *Falcon* to its current captain in a game of sabacc.

By the time of the Battle of Yavin, Han Solo had managed to hold onto his precious ship longer than any other owner, including the original. He was also responsible for adding most of the *Falcon's* signature modifications and boosting her hyperdrive class to an unbelievable .5 rating. It was Solo who obtained the military-grade deflector shields from the Myomar Imperial repair depot and Solo who upgraded the already-powerful sensor suite with a massive rectenna dish for unparalleled long-range scanning. The installation of three argumentative droid brains to govern the ship's navicomputer was also one of Solo's ideas, though certainly not his best.

During Han Solo's ownership, the *Millennium Falcon* has set speed records on the infamous Kessel Run, dodged asteroids, blasted out of spaceports, clung undetected on the backside of a Star Destroyer, rescued dozens of people (including wookiees and Jedi), had homing beacons attached to and removed from her hull, gotten caught in tractor beams, been boarded by Imperials, landed inside a giant space slug, escaped from and helped to defeat two Death Stars, experienced innumerable system failures, and been shot at more times than even a droid can count. That's only a partial list, and through it all she has remained more or less in one piece and brought her crew safely out of every situation. By luck, fate, design, or happy chance, the *Millennium Falcon* continues to serve as Han Solo's prized guardian angel.

Description

"What a piece of junk!"

– Luke Skywalker

"She may not look like much, but she's got it where it counts, kid..."

– Han Solo

Boarding Ramp: Passengers first set foot on the *Falcon* here thanks to a single hydraulically powered platform that angles down from the ship's center. When closed, the boarding ramp forms the floor of a corridor that connects the starboard-side docking ring to the rest of the ship, and a semi-circular pressure hatch slides down from the ring corridor ceiling to turn this area into one big airlock. Shallow gear lockers set in the walls of this area contain a total of four folded environmental suits for excursions into dangerous atmospheres.

Starboard Docking Ring: Although Lando Calrissian preferred to dock the *Falcon* to larger ships and space station via the vessel's dorsal hatch (which is near an umbilical tether port and allows for easier refueling), Solo kept and continues to use the ship's side docking rings because they make the transfer of cargo progress more smoothly under similar circumstances.

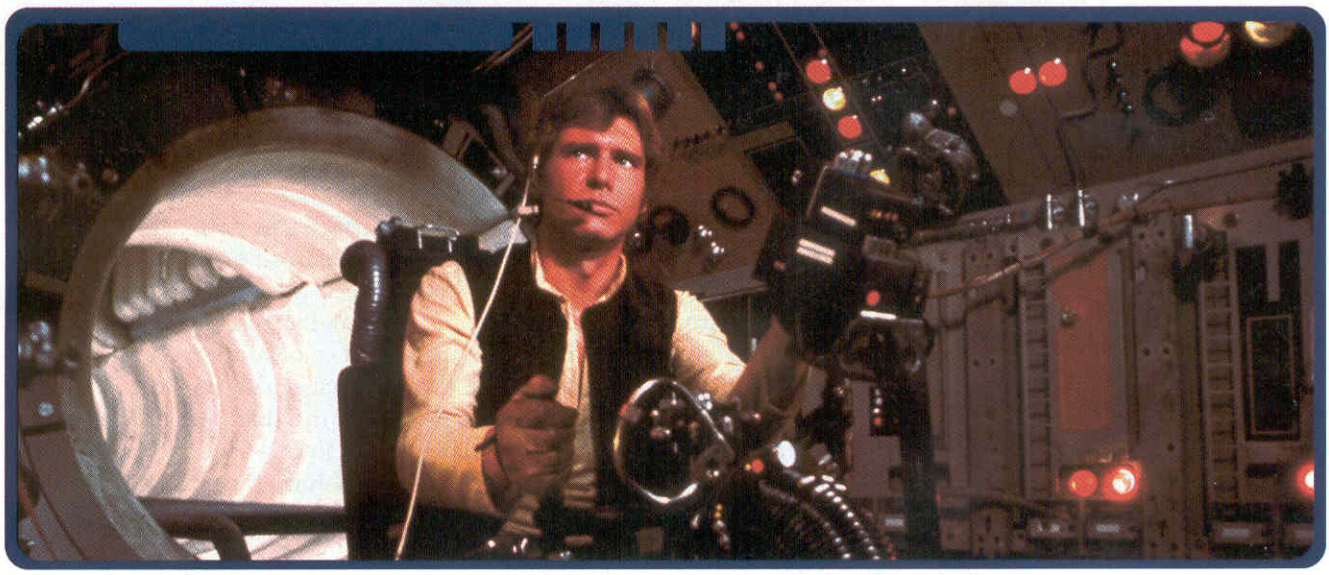
Main Corridor: This ring-shaped hallway forms the backbone of crew and passenger movement within the ship; it connects nearly every part of the interior to every other part. Essentially a flat-bottomed circular tube, one section of the corridor contains seven concealed smuggling compartments built into the floor for the safekeeping of valuable contraband. These compartments lie close to the outer hull and can be vented into space in an emergency. A careful inspection (DC 25 Search check) reveals the hidden compartments. Near the aft section of this corridor, an engineering station regulates the flow of energy from the power core. It is missing the access panel that usually protects this important console from passengers in a stock YT-1300.

Quad Laser Access Tube: Here, a shallow corridor connects to a vertical tube that links the dorsal and ventral quad-laser gunnery stations. A wall-mounted ladder connects the two gunwells, and variable artificial gravity allows each of the posts to comfortably face the transparisteel viewports.

Cockpit Access Corridor: This hallway connects the cockpit to the main corridor at the center of the ship. The floor of this passage angles up slightly towards the cockpit, and each end can be sealed off by a pressure hatch.

Cockpit. The nerve center of the *Millennium Falcon*, this small compartment seats up to four crewmembers and features a pair of chromated dice dangling from the ceiling (much to Chewbacca's chagrin; they occasionally get caught in his fur). Solo is constantly adding new devices to the consoles here to govern the many juryrigged devices he has installed in his ship. As a result, the control panels are a virtual forest of buttons, switches, and levers. Anyone other than Solo, Chewbacca, or Calrissian who attempts to operate the *Falcon* or its systems from here suffers a –4 penalty to Pilot and Computer Use checks until they become familiar with the unique control configuration. The navicomputer of a stock YT-1300 was replaced with the larger ANq-51 terminal in the main hold, allowing room for greater cockpit occupancy in the process.

Main Hold: Sometimes called the number one hold, this area serves many functions within the *Falcon*. First, it is a catchall storage space for miscellaneous cargo. The metal drums and crates in this area typically contain Han's personal supplies and ship resources (fuel, etc.) rather than trade goods. It also serves as a crew lounge by default; the semicircular seat was rescued from a scrapped YT-1300p and includes slide-out seat extensions on either end that were added by Lando Calrissian to expand the Falcon's passenger capacity for short trips. Solo added the dejarik holochess table at his first mate's insistence; the Wookiee has a fondness for the game even though he's not very good at it. Han usually sleeps in a cushioned alcove above the lounge seat, while Chewbacca sprawls out rather protectively on the lounge itself. A second sleeping alcove once existed across from the lounge, but it has been removed to make room for a large computer terminal that stores sensor and navigational data and serves it to the ship's droid brains, which calculate hyperspace jumps.



Finally, a large section of deck plating can be removed from the center of the floor to allow access to a deeply recessed maintenance bay, and a similar hatch exists in the ceiling directly above it. These areas are open more often than closed, as either Solo or Chewbacca work to optimize or repair some embedded system.

Circuitry Bay: The *Millennium Falcon* holds two small circuitry bays. One, situated near the core of the ship, allows maintenance access to essential power distribution systems and comes standard on every YT-1300 configuration. A previous owner added the other bay to allow easier access to the *Falcon's* power conduits and backup systems. It opens directly into the main hold, and includes a secondary hatch from the port-side corridor. The floor of this circuitry bay is partly recessed to provide additional access to lower systems, and the other bay includes a removable floor section for similar reasons.

Forward Hold: This smaller cargo hold is connected to the main hold by a set of three black hatches positioned between structural supports. These window-sized portals are difficult to notice (by accident more than design) because of the wiring that obscures their edges. They are designed to allow the transfer of cargo through a bulkhead that was installed between key structural supports for additional hull integrity.

Freight Loading Room: Loading arms built into the forward mandibles guide pallets of cargo into this compartment through large sliding pressure doors. From here, these shipments are distributed to the adjacent holds for secure storage while en route to their destination. Mounted in the ceiling overhead is an elaborate concussion missile launcher system salvaged from a TIE bomber and a storage rack for the associated munitions (6 missiles).

Number Two Hold: This is one of the *Falcon's* larger cargo holds, and also contains a full set of life support systems: water purifiers, air recirculators, temperature regulators, and the like.

Port-side Docking Ring: This area is identical to the starboard-side docking ring, save that it includes a much smaller airlock space because of the proximity of the second door. It doesn't see much use.

Port-side Corridor: This straight passageway is unremarkable, save that it includes an access port to the ship's dorsal hatch. A cylindrical tube pulls down from the ceiling, while an elevating platform in the floor lifts a person up into it, through the upper layers of the hull, and ultimately out through an airlock hatch to the roof of the *Falcon*.

Crew Quarters: This small modular section was taken from a YT-1300p and houses up to three passengers or additional crewmembers. A storage compartment built into one wall includes a medical kit for each bed as well as extra blankets and pillows. The opposite wall houses a very small refresher that is just barely large enough to accommodate a wookiee.

Engineering Bay: This chamber, the largest in the ship, contains the *Falcon's* most vital systems: the ultra-fast sublight engines and oversized hyperdrive, plus their huge diagnostic terminal. These systems, and others in the compartment, are extensively juryrigged with extra cables, conduits, and reinforcing stuts running up and down the walls and connecting everything in an elaborate maze of technology. A freight elevator built into the floor allows cargo to be brought up from below for storage in the adjacent cargo hold. Meanwhile, five individual sections of deck plating can be removed to access a set of small, single passenger escape pods. These pods are extremely uncomfortable and lack any accommodations whatsoever for a lengthy occupation, but they're functional and reliable...something that can't be said of most devices built into this ship.

Number Three Hold: Sometimes called the aft cargo hold, this compartment shares a wall with the engineering bay that slides open to allow larger items into the chamber for storage. Captain Solo uses this section to store sizeable replacement parts, armor plating materials, and components from other starships that he thinks may prove useful.

Known Customizations

"I've made a lot of special modifications, myself."

– Han Solo

Over the years, the *Millennium Falcon* has undergone a number of adjustments, enhancements, modifications, alterations, and customizations to suit the whims and needs of her various owners. Though still recognizable as a YT-1300, this battered old freighter now packs more firepower and surprises than her CEC designers ever could have imagined.

What follows is an abridged list of the most significant upgrades. It is by no means complete, as Solo is constantly finding new ways to improve his "baby":

- **Rapid Startup Sequence:** The *Millennium Falcon* is capable of racing through her preflight warm-up in an unbelievable three minutes. While most ships are able to make a cold start, doing so inevitably burns out power couplings and can severely and permanently degrade the engines themselves. The *Falcon*, on the other hand, seems to handle such situations without even flinching...probably as a result of Solo's extensive juryrigging.
- **Military-grade Shields:** Captain Solo acquired these deflector shield components at the Imperial repair depot on Myomar, earning the enmity of the local Moffs in the process. Like most of the ship's weapons, these shields are extremely illegal and could land Solo in a heap of trouble if he ever gets caught using them. The added protection is worth the risk, though, and these shields have saved the smuggler's hide on a great number of occasions.
- **Twin Quad Laser Cannons:** The original YT-1300s featured a single laser cannon as standard equipment (usually affixed to the ventral gunnery bay to enable strafing action), but were designed with two functional weapon mounts, one above and one below, to accommodate buyers with a desire for added security. Previous owners installed their starship weapons of choice to these gun mounts, but Solo chose to replace Calrissian's selections with a pair of motion-reactive and highly illegal quad laser cannons. The fire control computers augmenting these guns are top-notch and their combined systems make the ship that much more dangerous.
- **Concussion Missile Launchers:** Built into the cavity between the *Falcon's* forward mandibles are a pair of concussion missile launchers, each with a magazine of 4 missiles. A previous owner installed one of these systems, but the second was added by Chewbacca in preparation for the attack on the second Death Star.
- **Sensor Rectenna:** The *Falcon's* signature sensor dish is a relatively new addition. It's actually a suite of powerful scanning and jamming devices built into one deluxe (and also very illegal) package. Its exceptional range allows Solo to detect Imperial patrols long before they can takes notice of the *Falcon*.

Preserving the Story

"I just got a weird feeling...like I'm never going to see her again."

– Han Solo

Cruising around the galaxy in the most famous smuggling freighter ever known may be a great deal of fun, but it also poses some massive hazards to the continuity of the *Star Wars* saga. For those concerned about such things, here are a few different tips on ways to use this remarkable ship in a game and avoid damaging the integrity of the official *Star Wars* storyline:

Cameo Appearance: Just because the *Millennium Falcon* shows up in a Star Wars campaign doesn't mean it has to be the center of attention. Simply receiving a friendly hail from Han Solo as the *Falcon* flies past on its way to parts unknown may be enough to give players the sense that their characters exist within the universe they know and love.

Out of Commission: GMs who are afraid that their players might try to hijack the *Falcon* for their own amusement can consider grounding it for the duration of its appearance. Chewbacca could be performing a complete overhaul of the power couplings, or Solo himself might be undertaking any number of other repairs to the failure-prone vessel. An adventure might take the characters aboard the ship during this "downtime" without presenting any opportunity to steal it.

Plot Caveat: The demands of a storyline might dictate that the PCs can't afford to play around with the continuity. If their characters' personal goals require Han Solo to be present at the Battle of Yavin to help destroy the first Death Star, for example, players may be less likely to interfere with his ability to do so.

Security Measures: A PC who attempts to take control of the *Millennium Falcon* without authorization might find the process more difficult than anticipated. Perhaps Solo's rapid startup modifications are so labyrinthine that very few people can even start her, to say nothing of getting her off the ground. The computer might even be set up to lock out anyone who tries to use her systems without the proper access codes, and Solo could have other—more dangerous—countermeasures in place to prevent any loss of control.

Boarding Action: If the PCs are in possession of the *Falcon* and don't seem inclined to return it, a GM might have the ship boarded by Imperials or some other authority. Han Solo has been known to admit, "Even I get boarded sometimes...", and he could always rescue his vessel from an impound yard after the PCs are safely out of the picture.

It's Not the Real *Falcon*: With a ship this famous and this fast, there are bound to be copycat designers out there who would seek to duplicate all of the tricks used to get the *Falcon* up to speed. Some might even go so far as to replicate the entire ship and its many idiosyncrasies from a matching YT-1300 hull. Han Solo has also made countless enemies over the years who might seek to ruin his new "good-guy" reputation...especially after the collapse of the Empire. Perhaps the ship that has fallen into the PCs' hands is actually a copy, designed as part of a plan to either learn the secrets of the original, or frame Han Solo for some nefarious deed. Under this scenario, the players may even witness the spectacular destruction of the famed *Millennium Falcon* without actually interfering with the official storyline!

- **Concealed Blaster Cannon:** This retractable repeating blaster has proven itself a useful repellant against those who would try to board the *Millennium Falcon*. Situated near the boarding ramp, the weapon can be targeted manually from the cockpit or automated under computer control to fire upon anything that moves.
- **Upgraded Sensor/Navigational Console:** The engineering station located in the Main Hold is a Fabritech ANq-51 sensor array computer salvaged from an aging Corellian Corvette. In addition to processing information from the primary sensor array, the terminal also serves as the ship's navicomputer, feeding raw navigational data to the *Falcon's* droid brains.
- **Droid Brains:** Han Solo personally installed a trio of used astromech droid processors in the *Falcon* to distill navicomputer data into hyperspace jump coordinates, but they also oversee many other computerized functions on board the ship. Their constant bickering causes no end of problems that show up in the form of technical glitches, and their networked intelligence is responsible for the ship's "peculiar dialect."
- **Dejarik Hologame Table:** This holographic gaming table is programmed with many different diversions, but Chewbacca's favorite is Dejarik chess. His creature selections and tendency to move them rashly and without tactical planning would make him easy to defeat if the Wookiee's imposing stature didn't intimidate most opponents into conceding victory anyway, just to placate him.
- **Smuggling Compartments:** These hidden floor bays beneath the main corridor deck plates were actually installed long before Lando Calrissian ever owned the ship, though he continues to claim credit for the idea. Altogether, they are capable of concealing up to seven tons of illicit goods.
- **Hyperdrive Acceleration:** Almost every owner the *Falcon* has ever known has tried to improve her hyperdrive rating, some more successfuly than others. Through careful modification of key systems and adjustments to the field projected around the ship in hyperspace, Han Solo has bested them all. The *Falcon* now features a class 0.5 hyperdrive twice the size of that found in any other space transport and twice as fast as any ship in the Imperial fleet.
- **Sublight Drive Acceleration:** Like her hyperdrive, the *Falcon's* atmospheric and interplanetary speeds have been greatly enhanced. She can outrun nearly any similarly-classed vessel, and even many starfighters have a hard time keeping up with her.
- **Extra Landing Legs:** Not long before the evacuation of Echo Base on Hoth, Han and Chewbacca undertook a major renovation to the *Falcon's* undercarriage and landing gear. They added new legs and associated housing structures (for a total of seven landing struts in five emplacements) and reinforced the hull to withstand the additional stresses.

Game Stats

"Here's where the fun begins."

– Han Solo

Millennium Falcon

Heavily Modified Corellian Engineering Corporation YT-1300 Transport

Class: Space Transport
Size: Small (26.7 meters)
Hyperdrive: x5 (x10 backup)
Passengers: 3
Cargo Capacity: 100 tons
Consumables: 2 months
Cost: Not available for sale
Crew: 2 or 4 (Unique +15)
Initiative: +3 (+1 size, +2 crew*)
Maneuver: +16 (+1 size, +15 crew)
Defense: +21 (+1 size, +10 armor)
Shield Points: 90 (DR 20)
Hull Points: 180 (DR 20)

Maximum Speed in Space: Ramming (12 squares/action)
Atmospheric Speed: 1,050 km/h (18 squares/action)
Weapon: Quad laser cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +15 (+1 size, +8 crew*, +6 fire control); **Damage:** 6d10<<ts>>2; **Range Modifiers:** +0/-2/-4/-6
Weapon: Concussion missile launchers (2 fire-linked, 4 missiles each); **Fire Arc:** Front; **Attack Bonus:** +xx (+x size, +xx fire control, +xx equipment); **Damage:** 9d10<<ts>>2; **Missile Quality:** Good (+15).
Weapon: Blaster cannon (retractable); **Fire Arc:** Turret; **Attack Bonus:** +17 (+1 size, +8 crew*, +8 fire control); **Damage:** 4d8; **Range Modifiers:** +0/-2/-4/-6; **Range Increment:** 50 meters.

Plot Hooks

"You know that ship saved my life quite a few times..."

– Lando Calrissian

There are countless ways that a clever GM might work the *Millennium Falcon* into an ongoing campaign, and even more options for those who would use the ship as the basis for an entire adventure. Here are some suggestions:

Stolen Property: Someone has shipnapped the *Millennium Falcon!* Now the PCs are the only individuals in a position to recover it, and must return it to Solo in order to secure his aid with their own mission.

Mayday! While traveling the space lanes, the PCs receive a hail from the famous smuggler Han Solo, who needs either their assistance or important information that they possess (such as the current heading of a ship they recently passed...a ship carrying someone or something that the *Millennium Falcon* is pursuing). Sooner or later the *Falcon's* captain escapes his predicament without their help, but if the characters choose to go to his aid, they earn a favor from a widely recognized hero of the Rebellion and may get a chance to tour his remarkable ship.

Solo to the Rescue: Han Solo has been known to come to the aid of people in distress. His loyal companion and first mate, Chewbacca, was liberated from slavery to the

Empire in just such a fashion. If the PCs are in need of assistance, a GM might introduce the *Millennium Falcon* as part of that plotline. That said, this sort of *deus ex machina* should be used very rarely, if ever, lest players come to expect outside assistance every time their characters get into hot water. Even if the *Falcon* does appear in their time of need, the characters should still escape from their dilemma by their own skills and merit. Perhaps they must use interaction skills to persuade Solo of their need, or maybe the rescue goes awry and they must help their rescuer in turn...

Safe Passage: The PCs are in need of transit from one system to the next, but the matter has become complicated. Perhaps they're wanted by the authorities or need to infiltrate a carefully guarded system. Maybe their own ship has been impounded or is just not fast enough to get them where they need to go in time to make a difference. In any event, the *Millennium Falcon*, with her smuggling compartments and unbeatable speed, presents the ideal solution...if they can persuade her captain to take them to their destination. Along the way, a variety of new situations may arise: the PCs might need to man the quad laser guns, help Solo make emergency repairs, or even repel an enemy boarding party!

Stowaway: In a covert effort to reach a nearby system undetected, the PCs hide themselves within shipping containers for transit aboard a cargo vessel. Things don't go quite as planned, however, and when they climb out of their crates the characters find themselves aboard the *Millennium Falcon!*

Blackmailed: The infamous Hutt crime lord Jabba has his eye on Solo's ship, and uses some sort of personal leverage (threats or blackmail) to try to compel the PCs into stealing it for him. They might turn the tables on Jabba and enlist Han and Chewbacca's aid instead, but one way or another a struggle for control of the *Falcon* is bound to ensue. It's up to the player characters to decide which side they're on.

Wandering Wookiee: For one reason or another, Chewbacca is missing in action: taken by bounty hunters, performing some important duty on Kashyyyk, or otherwise detained by circumstance when Solo needs to take the *Falcon* into a dangerous situation (possibly the rescue of said Wookiee). If they have ties to the Rebellion, the PCs might be recruited to serve as temporary crewmembers aboard the famous ship.

Carbonite Conundrum: While Han Solo rests frozen in carbonite and his friends are struggling to free him from the clutches of Jabba the Hutt, the *Millennium Falcon* sits all but abandoned elsewhere on Tatooine. The PCs might be assigned to protect the ship (or charged with stealing it if they're of a less heroic nature), but an independent consortium of bounty hunters has learned of the vacant vessel and sent out agents to claim it...by force if necessary.

Hired Hands: Several years before Han Solo wins the vessel from him in a game of sabacc, a young Lando Calrissian sets out on a dangerous venture of his own, and hires a group of would-be heroes to serve as crewmembers aboard a less famous but still formidable *Millennium Falcon*.

Previous Owners: Long before even Lando came to possess her, the *Millennium Falcon* was passed from one shady owner to the next over a period of many years. In a campaign set during the fall of the Old Republic, the PCs could, themselves, be a group of such individuals, owning the *Millennium Falcon* by right (or by theft) throughout the length of an entire campaign!

The Secrets Never End

"This baby's got a few surprises left in her..."
– Han Solo

With a section-by-section analysis at one's fingertips, a person might begin to think that the *Millennium Falcon* has no surprises left. This would be a mistake. Solo is notorious for tinkering with his prized starship and very skilled at keeping his tricks up his sleeve until just the right moment.

There's also the possibility that other enhancements remain hidden within the ship's hull, installed by previous owners or in great secrecy by the current captain. Certainly Han Solo has taken his vessel apart enough times to discover or create any such secrets, but he could be keeping them in reserve for a particularly sticky situation.

A GM might consider adding some of the following enhancements if a new surprise seems in order:

- A doubling of the current concussion missile capacity, created by expanding the launcher's storage mechanism into the forward mandibles.
- A short-range ion cannon in a concealed dorsal hatch.
- An experimental (and unreliable) miniaturized cloaking device liberated from an Imperial research facility.
- An additional drop-down repeating blaster built into the ring corridor ceiling near the boarding ramp and controlled remotely as a deterrent against intruders.
- Charged deck plating in the cockpit access corridor as a last-ditch security measure.

Chris West got his start as a professional cartographer right here in the pages of Dungeon. *Since then, you've seen his work in poster maps for the* **Shackled City** *adventure path and the recent githyanki* Incursion cross-magazine event, *as well as in the monthly* Polyhedron *column, Global Positioning. Look for more* Star Wars *maps in future issues.*

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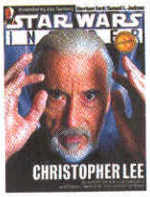

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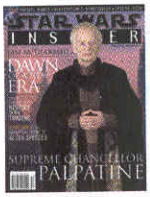

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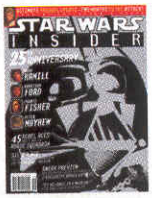

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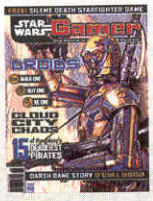

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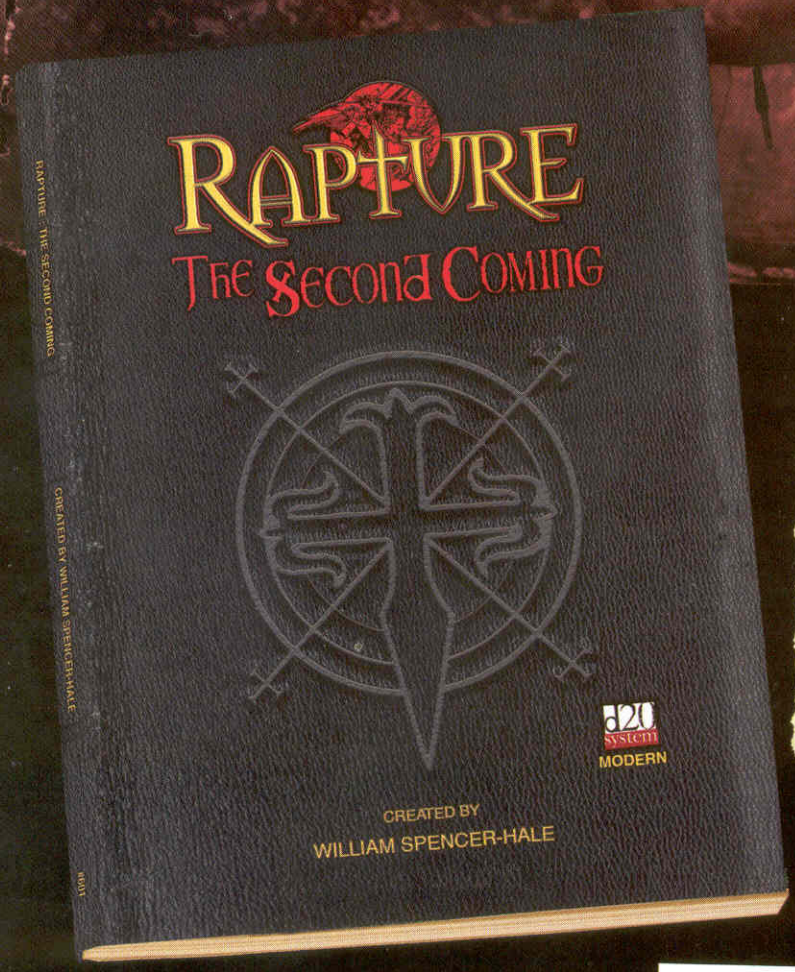

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